HOTTEST COMICS ■ PRICE GUIDE ■ RON LIM
OLD AND NEW — SILVER AGE TO PRESENT — INTERVIEW

USA $2.95 / CAN $3.50 JANUARY 1992

WIZARD©

No. 5

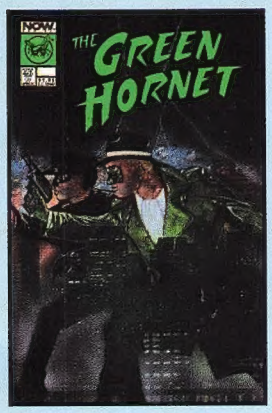
THE GUIDE TO COMICS

WIN AN AUTOGRAPHED SILVER SURFER #50 (DETAILS INSIDE)

SILVER SURFER TM & ©1992 Marvel Entertainment Group, Inc. All Rights Reserved.

NOW™ BETTER THAN EVER!™

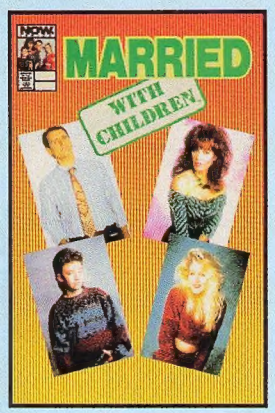
DECEMBER 1991 RELEASES



THE GREEN HORNET #6

Written by Chuck Dixon
Penciled by Tod Smith
Inked by David Mowry

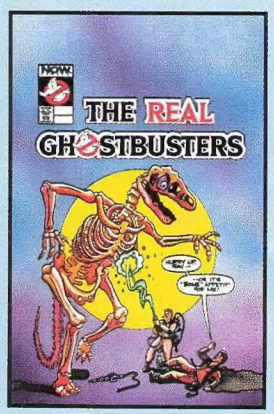
A hick from Arkansas wreaks havoc on organized crime. THE HORNET must try to keep the balance of power from crumbling and destroying the city!
Full Color Monthly
$1.95 US/$2.50 Canada



MARRIED...WITH CHILDREN #6

Written by Marc Hansen
Penciled by Tom Richmond
Inked by David Mowry

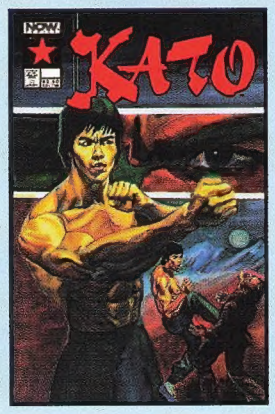
Al joins a men's club, much to the chagrin of Peg. The Fraternal Order of the Mighty Warthog was created for husbands who want to swill beer and complain about their wives!
Full Color Monthly
$1.95 US/$2.50 Canada



THE REAL GHOSTBUSTERS #4

Written by Barry Petersen & Shannon McCutcheon
Penciled by Neil Grahame & Various
Inked by Jim Brozman & Various

The fifth and final part of "Tobin and the Maze of Time." Plus games, puzzles, the Ghostbusting Photo Gallery, and the Draw Slimer Contest!
Full Color Monthly
$1.75 US/$2.00 Canada



KATO OF THE GREEN HORNET #4

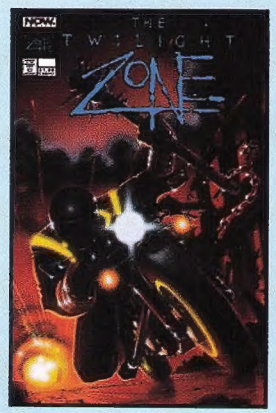
Part Four of Four
Direct Market Only!
Written by Mike Baron
Penciled by Todd Fox
Inked by Tony DeZuniga

This is it! The first Kato mini-series ever culminates with the most spectacular and deadly martial arts fight of Kato's life!
Full Color Monthly
Mini-Series
$2.50 US/$2.95 Canada

TALES OF THE GREEN HORNET #2

Direct Market Only!
Written by James Van Hise
Penciled by Dell Barras
Inked by John Stangeland

Part two of the never before published origin of THE GREEN HORNET. Be witness to the first time Britt Reid donned a mask to fight crime!
Full Color Monthly
$1.95 US/$2.50 Canada



THE TWILIGHT ZONE #4

Written by Chuck Dixon
Penciled by Jim Williams
Inked by Barb Kaalberg

A dark, mysterious figure on a motorcycle is waiting to take you on a trip into...THE TWILIGHT ZONE.
Full Color Monthly
$1.95 US/$2.50 Canada

THE GREEN HORNET and KATO are TM and © 1991 The Green Hornet, Inc. All rights reserved. MARRIED . . . WITH CHILDREN is TM and © 1991 ELP Communications. All rights reserved. THE REAL GHOSTBUSTERS is TM and © 1984 Columbia Pictures Industries, Inc., 1986 Columbia Pictures Television, a division of CPT Holdings, Inc. All rights reserved. GHOSTBUSTERS logo and logo design are licensed trademarks from Columbia Pictures Industries, Inc. THE TWILIGHT ZONE is TM and © 1991 CBS Entertainment. All rights reserved. All other material unless otherwise indicated is © NOW Comics.

If you thought
1991 was great,

WAIT 'TIL YOU SEE 1992!

Last year was good. 1992 looks even better!

In January, Previews will reinvent itself with an exciting, and all-new Previews #1. Don't miss the special *Tarzan* cover painted by Brian Bolland and an exclusive interview with *Tarzan*'s creative team, Mark Wheatley, Neil Vokles, and Marc Hempel. Plus, a 2-page "themed" price guide, more Previews News, and additional Previews #1 surprises. Thank you, Previews fans for making Previews, the #1 collectible catalog!

Coming in
January. . .

PREVIEWS #1

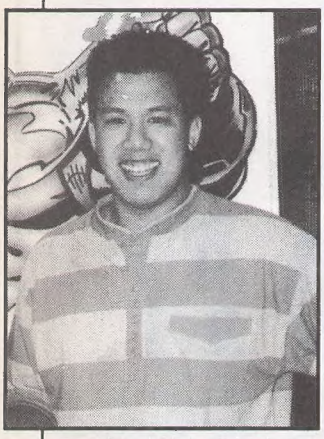
CONTENTS

WIZARD

VOL. 1 NUMBER 5
JANUARY 1992

ABOUT OUR COVER

Flying around in space without any clothes on certainly can get chilly, so we donated a Wizard robe to our buddy the Silver Surfer. The Surfer can be found in the pages of his own monthly title, and popping up all over the Marvel Universe..



PREVIEWED IN THIS ISSUE

Ron Lim, the man who makes the Surfer shine has big plans on the horizon. Find out what. **10**

INTERVIEWS

PETER DAVID 16
The controversal writer of the Incredible Hulk and X-Factor lets us know what the future holds for both titles.

THE SIMONSONS 28
Walt and Weezie give us the lowdown on what plans are in the works and on ideas in the making.

FEATURES

A LOOK INTO THE SILVER SURFER 7
Or rather, the man who became the Silver Surfer.

GALACTUS 14
Omnipotent being or spoiled little kid?

AUTOGRAPHED SILVER SURFER #50 38
A chance to win a truly beautiful book!

GUIDES AND LISTINGS

ANDY MANGELS HOLLYWOOD HEROES 24
All about Star Trek VI: The Undiscovered Country.

WIZARD COMIC WATCH 44
Two more books on the sizzle-o-meter.

GRADING YOUR COMICS 46
Is a "Good" comic book good, and what flavor is "Mint?"

TOYING AROUND 53
What do Godzilla and the Hardy Boys have in common?

GAMEPRO 58
The #1 Video Game Magazine takes a sneak peek at the new Batman cartridge.

TRADING CARDS 64
More on the super-hot comic trading cards.

PICKS FROM THE WIZARD'S HAT 68
What hot books are on the horizon? Here's a look.

WIZARD TOP 10 82
The hottest of the hot books.

COMIC BOOK PRICE GUIDE 86
All new listings for silver age to present comic books.

NEW GRAPHICS EXPRESS

P.O. BOX 877-W
WARRENTON, VA 22186
PH: 703-439-2489
FAX: 703-439-2766

THREE WAYS TO GET

GREAT SERVICE

CHECK OUT OUR BLAZING BACK ISSUE FLYER

The great books in our back issue flyer sizzle to you with the speediest, most efficient service in the comics industry.

* **ALL BACK ISSUES BAGGED & BOARDED**
* **ALL BOOKS GUARANTEED NM-M**
* **24 HR. TURN-AROUND ON IN-STOCK VISA, MC, COD & MO'S**

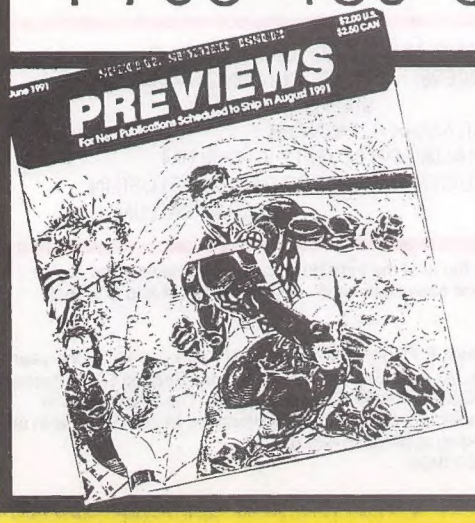
Send $1 for Back Issue Flyer

TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved

CALL OUR PREMIUM BACK ISSUE HOTLINE

Find those impossible back issues. New Mutants, Ghost Rider, X-Men and more, many of the tough-to-find issues are on our Premium Back Issue Hotline. Call...

1-703-439-3073



JOIN NEW ISSUE EXPRESS

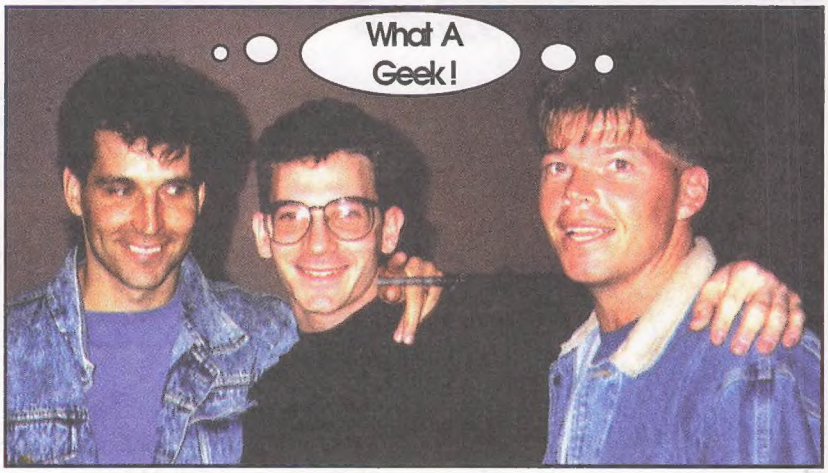
Our Early Order Service offers:

* **Comics, posters, books and more!**
  (Anything in the 200+ pg. Previews magazine)
* **Save money with our monthly specials.**
* **All comics shipped bagged and boarded.**
* **No shipping charges!**

Send $2 for New Issue packet

From The Publisher

WELCOME TO THE WORLD OF WIZARD#5



Hey, what's up! I just got back from sunny Seattle, Washington. I tell ya, it's a nice change of pace from New York. I went to go visit Todd McFarlane and Rob Liefeld, as you can see I think they really like me.

I also found one of the Zaretskys and he had a couple of corporate box seats to Van Halen. Needless to say it was a great concert.

I hope you enjoy the Simonsons interview. We had some fun with it. We spent the afternoon with Walt and Louise, and I must admit, they're very nice and down to earth. We took some great pictures. It was funny to see their comic collection. It was arranged in a bookshelf, like the comics were in a library. It was just a weird way of looking at comics (not in bags or boxes).

The Spider-Man movie is finally a go-er, James Cameron and I.L.M. will bring the web slinger to life sometime in '93. I've already sent in my resume to play Peter Parker. I won't accept the part unless I know who's playing Mary Jane.

Now back to the Wizard Headquarters to hang up all my new Toy Biz figures that I stole from Brian Cunningham. Heh! Heh!

Truly Yours,

Gareb Shamus
Publisher

P.S.- Have a great holiday season!

OUR STAFF

PUBLISHER: GAREB S. SHAMUS
BUSINESS MANAGER: MARTIN SCHRANZ
CONTRIBUTING EDITOR: PATRICK DANIEL O'NEILL
ART DIRECTOR: RICH DuFOUR
CREATIVE DIRECTOR: LEO McCARTHY
PRODUCTION MANAGER: JANE SCARANO
PRODUCTION ASSISTANT: RALPH O'BRIEN

ADVERTISING MANAGER: LINDA PERILLO
STAFF WRITERS: BRIAN CUNNINGHAM
STEPHEN SHAMUS
COLORIST: MARK H. McNABB
OFFICE MANAGER: BEVERLY KIRSHBLUM
EDITORIAL COORDINATORS: DOUG GOLDSTEIN
PAT McCALLUM

Any statement made in Wizard: The Guide To Comics, expressed or implied, are solely those of the individuals being interviewed and do not represent the editorial position of the publisher, who does not accept any responsibility for such statements. All artwork is TM and © of their respective owners.

Wizard: The Guide To Comics (ISSN 74470-79087) is published monthly by Wizard Press, P.O. Box 434, Monsey, NY 10952-0434. One-year subscriptions rate is $27.50, Canada and Mexico $39.95, and all other countries $45.95. All payments in U.S. funds only. Second Class Postage Paid at Philadephia, PA and additional mailing offices. Entire contents copyright 1991, Gareb Shamus Enterprises, Inc. The Wizard logo is protected through trademark registration in the United States of America. Information publication: may not be reproduced in part or whole in any form without written prior consent of Wizard Press and Gareb S. Shamus. Notice of pending application 429.625H.
Postmaster: Send address changes to Wizard Press, P.O. Box 434, Monsey, N.Y. 10952-0434.

BIG BOB'S
Baseball Cards Inc.
THE "BIGGEST" IN THE BUSINESS

BIG BOB'S DEALS & STEALS!

282L QUARRY ROAD, MILFORD, CT, 06460

1-800-432-2028
NATIONWIDE

1-800-562-1939
CONNECTICUT

ADDING A THIRD TITLE TO THE MIGHTY PUNISHER LINE!

PUNISHER WAR ZONE #1

FEATURING A DIE–CUT "BULLET–HOLE" EFFECT COVER!
CALL TOLL–FREE FOR PRICES ON THIS RED–HOT ISSUE!

END OF THE YEAR — TIME TO MAKE SOME ROOM!

WAREHOUSE CLEARANCE BONANZA!

WE CLEAR OUT THE ROOM – YOU SAVE BIG ON SPECIALS ON SUCH TITLES AS:
• AMAZING SPIDER–MAN #350 • FANTASTIC FOUR #347 • GHOST RIDER #15 (1st & 2nd)
• GHOST RIDER #18 • ROBIN 1 SETS • SANDMAN SPECIAL #1 • SPIDER–MAN #16 / X–FORCE #4 SETS
• WONDER MAN #1 • X–FORCE #1 SETS • X–MEN #1(A,B,C,D,or/and E) • SILVER SURFER #50 (1st)
CALL TOLL–FREE FOR CASE AND ISSUE PRICE ON THESE HOT BOOKS!

LAST YEAR'S HOTTEST MINI–SERIES MAKES A RETURN!

ROBIN II: THE JOKER'S WILD!

BATMAN'S OUT OF TOWN, JOKER'S ON A RAMPAGE, AND ROBIN'S THE ONLY ONE WHO CAN STOP HIM! WILL HE?
CALL NOW FOR BIG BOB'S PRICE ON SETS OF ALL 10 HOLOGRAM VARIATIONS!

SOME OF THE FINEST COMICS – EVER!

VALIANT COMICS!

• MAGNUS, ROBOT FIGHTER!
• SOLAR, MAN OF THE ATOM!
• X–O MANOWAR! • HARBINGER!
• VINTAGE MAGNUS! • RAI (NOT RAT)

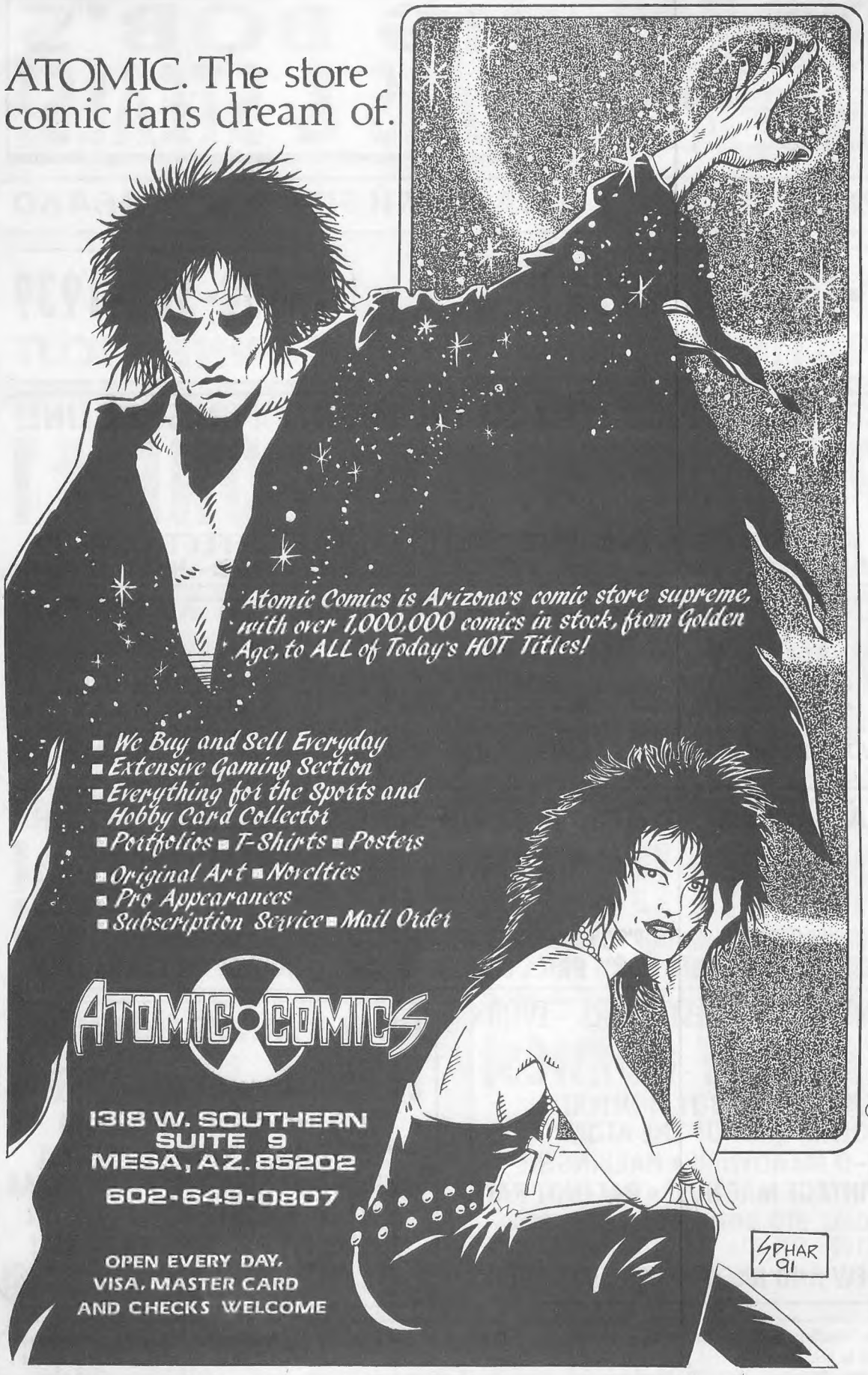
CALL BIG BOB'S TOLL–FREE FOR PRICES ON ALL THE VALIANT TITLES!
(NEW AND BACK ISSUES AVAILABLE)

JOHN BYRNE'S HOT NEW..

NEXT MEN #1

BYRNE'S NEW SUPERHERO CREATION, #1 COMES WITH A SILVER–FOIL EMBOSSED COVER, AS WELL AS A CERTIFICATE FOR AN EXCLUSIVE TRADING CARD SET!
CALL NOW FOR ISSUE PRICES!

The friendliest, most courteous dealer in the hobby today! Thank you for your order. Phone reservations are required on all orders and will be held for 7 days. Full payment is required on all orders. MasterCard, Visa, AMEX and Discover are accepted at no addtional charge. Minimum order is $50. All sales are final, no refunds. All postage exact UPS only. Not responsible for typographical errors.


ATOMIC. The store comic fans dream of.
Atomic Comics is Arizona's comic store supreme, with over 1,000,000 comics in stock, from Golden Age, to ALL of Today's HOT Titles!
■ We Buy and Sell Everyday
■ Extensive Gaming Section
■ Everything for the Sports and Hobby Card Collector
■ Portfolios ■ T-Shirts ■ Posters
■ Original Art ■ Novelties
■ Pro Appearances
■ Subscription Service ■ Mail Order
ATOMIC COMICS
1318 W. SOUTHERN
SUITE 9
MESA, AZ. 85202
602-649-0807
OPEN EVERY DAY.
VISA, MASTER CARD
AND CHECKS WELCOME
SPHAR 91
© 1991 DC COMICS

THE SILVER SURFER

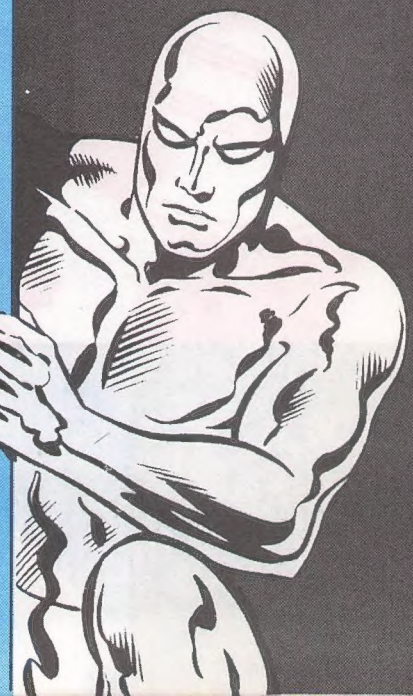
A HISTORY by Patrick McCallum

"Arise puny creature, for no longer are you the mortal Norrin Radd of Zenn-La, but the herald of mighty Galactus. Behold, the Silver Surfer!"

And with those words, one of the most enduring characters in comics today was born. But before he was the Surfer, young Norrin Radd led a troubled life on the small world of Zenn-La. The Zenn-Lavians were a scientifically advanced race; perhaps too advanced. Everything was done for them by machine: Creativity, individuality and even the zest for life was slowly fading. Norrin was aware of this and hated it, but went along with society anyway.

Instead of fighting the system he knew to be so wrong, he simply buried himself in his work, not even giving his would-be lover, Shalla-Bal, any of his attention. And so it went for years, Norrin spurning Shalla's love, living under the shadow of his father, Jartran Radd, one of the world's leading scientists, and overall dissatisfied with his life on Zenn-La. Then things got worse. His father, high in the public eye, was accused of stealing someone else's scientific work. When Norrin confronted his father with this, Jartran tried to cover up with lies and explanations, but Norrin saw through it all. Shocked and disgusted with the man he had so long admired, the heartbroken Norrin simply turned and walked away from his father. This would be the last time they ever saw each other. Feeling totally alone with even his only son turned against him, the widowed scientist took the only way out- he took his own life.

When news of this reached Norrin, it further crushed his spirit. Everything he was longed to be free of this cursed world, yet the restrictions of his world and those he had placed upon himself kept him in check. Could anything set Norrin's tortured soul free? The answer came in the form of the planet-devouring entity known as Galactus, a being feared throughout the universe. His



arrival signalled the end of all life on Zenn-La, or should have, if not for the intervention of Norrin Radd.

As Galactus approached the planet, Norrin boarded a space craft and confronted the giant, stating that he would gladly give up his freedom and would act as Galactus's herald, in exchange for not destroying Zenn-La. The deal was struck, and the tormented young man was cosmically transformed into the Silver Surfer, and was finally free of all his problems. Or so he thought.

As Galactus's new herald, the Surfer brought the ravager of worlds to hundreds of planets, all teeming with life, so Galactus might feed. This went on for years until the Surfer brought Galactus to Earth, where they came into conflict with the Fantastic Four.

After a pitched battle, the FF defeated the Surfer, only in turn, to be defeated by Galactus. Then, while Galactus prepared to drain the Earth of her life forces, Alicia Masters, one time girl-friend of the Thing (Ben Grimm), confronted the Surfer.

Due to her blindness, she didn't withdraw from his alien appearance, but instead comforted him, feeling the great heartache and sorrow in his voice. Being treated in this way awakened his soul, and he turned on his former master. With the aid of the Fantastic Four and the Watcher, Galactus was driven off.

In parting, the angered Galactus sought revenge upon his traitorous herald and placed an invisible barrier around the Earth, trapping the Surfer here. So now that the Surfer's soul was finally freed, he was imprisoned on a planet which

feared and hated him. Years passed, during which the Surfer was plagued by such menaces as the mysterious Stranger, the demon lord Mephisto and the cunning Dr. Doom, who even managed to steal the Surfer's power for a time.

But amidst all the danger, the Surfer also made some friends. He teamed with Dr. Strange, the Hulk and The Sub-Mariner and fought as one of the Defenders. He allied himself with the Mighty Thor and the Avengers and, of course, he stayed very close with the Fantastic Four.

Even though he had made these friends that he cared so much about, the Surfer longed to be free and to ride the spaceways once more. And finally, thanks to Reed Richards of the Fantastic Four, the Surfer got his wish. Using some high tech gadgets and good ol' brainpower, the barrier was breached and the Surfer was free to roam the cosmos once again.

Since then, he has made his peace with his former master, Galactus, was re-united with his first love, Shalla-Bal, and has confronted and triumphed over such antagonists as Ego the living planet, the mad god Thanos and the inner demons which had so long plagued his soul. And through it all, the Surfer has continued to shine as one of Marvel's brightest stars! ✪

THE END

SILVER GAUNTLETS

AN INTERVIEW

By Michael Berry

WIZARD: You got your start in comics by working on such independent titles as *Badger* and *Hero Alliance*. How did you make the transition to working for Marvel?

RON LIM: I was sending samples into Marvel all the time anyway, but at the first WonderCon in Oakland, Tom deFalco made his first public appearance as editor-in-chief. He and (executive editor) Mark Gruenwald were looking at samples, so on the last day, I decided to show mine. They looked through my portfolio and hired me on the spot. It was really pretty cool.

WIZARD: Who would you say were the biggest influences on your development as an artist?

LIM: John Byrne, George Perez and Neal Adams, I guess. Those people were the ones whose work I looked at most when I was growing up.

WIZARD: What comics do you read now?

LIM: I don't read as much as I used to. I like a lot of independent stuff. At Marvel, *X-Factor* is pretty cool. I like what Peter David's doing with that. *Alien Legion*, I like quite a bit.

WIZARD: Getting down to your own series, what's on the horizon for the Silver Surfer?

LIM: After *The Infinity Gauntlet* crossovers, we're developing new story lines and bringing in a bunch of new characters for the first time in quite a while. The new writer, Ron Mars, is much more open, so I can co-plot with him sometimes. Well, not co-plot, but give him story ideas.

The new stories will start with issue #61, the first of a two-parter featuring a group of mercenaries called the Collection Agency.

WIZARD: You've been pencilling *Silver Surfer* for three years or so. Has your approach to the character changed during that time?

LIM: Visually, I've made him a little bulkier, more muscular. But he's pretty much the same as ever, shiny and real gleamy. I try to make him a little more regal than I used to. Before he was thinner and sometimes looked gawky.

WIZARD: You also had a successful run on *Captain America*. Why aren't you drawing that anymore?

LIM: I stopped pencilling *Captain America* temporarily because of the bi-weekly issues of *Surfer*. Then, when I took over *Infinity Gauntlet* from Perez, I had to drop it completely for a while. I plan on going back to *Captain America* after I finish some future projects.

WIZARD: Did you enjoy pencilling *Infinity Gauntlet*?

LIM: It was quite a bit of fun finishing up *Infinity Gauntlet* and then sweeping into next year's big crossover project. At first they told me not to say anything about it, but then all of a sudden, somebody leaked it into the fan press and now it's all over the place. It's called *Infinity War*, and Jim Starlin will be writing it. I'll be pencilling it. They haven't picked an inker yet.

Infinity War will be another set of six 40-pagers. I think it'll be even more interesting than *Gauntlet*, because it has a lot of characters that weren't allowed into that series. It seems as if everyone in the Marvel Universe is going to be in *Infinity War*.

WIZARD: Did you ever get stressed out, keeping up with *Surfer* and tackling a project with the scope of *Infinity Gauntlet*?

LIM: Not really. Deadlines don't bother me too much. As long as I know when one is, I can usually make it pretty easily. *Gauntlet* was probably the tightest one, because when I took it over it was already so far behind schedule. It was a matter of playing catch-up and then trying to pull ahead. But it worked out pretty well.

WITH RON LIM

I'd rather let the people who know what they're doing do the writing.

WIZARD: What kind of work schedule do you keep?

LIM: It's usually five or six days a week, eight hours a day. It's like a normal job, except when deadlines get really crunched. Then I may have to do a seven-day week. I usually can do two pages a day. That's my minimum, so I don't fall behind schedule.

WIZARD: What's the most challenging book you've ever worked on?

LIM: Probably *Gauntlet*. I'd never worked on a project with so many characters in it at once. Also, taking over from Perez was kind of nerve-wracking at first. But that's the only thing that's been really strenuous lately.

WIZARD: Which examples of your work do you feel are the most successful?

LIM: I'm really happy with *Infinity Gauntlet*. I guess that and *The Thanos Quest* are my two favorite works. With *Thanos Quest*, everything meshed together really well, the inks, the printing, the four-color work. *Gauntlet* was more open, so it was fun to work on, design-wise. Having so many characters to draw was fun, and it made me more enthusiastic about the series.

WIZARD: Do you still attend cons often?

LIM: I don't do a lot of shows, because I'm usually so busy. But this year I've gone to more than in recent years. I like getting feedback from fans about story lines. It helps when I talk to the writer

about new ideas. Every once in a while I get overwhelmed at a con, but mostly it's pretty fun.

WIZARD: A lot of artists these days are turning their hands to scripting. Do you have any plans to follow suit?

LIM: Maybe at some point in the way, far future. Right now I'd rather just pencil and let the people who know what they're doing do the writing. I don't want to go out there as an amateur and have the project be real cheesy or something. As long as I have some input on the stories, I'm pretty happy. As long as the stories aren't boring, of course.

WIZARD: If you had your choice, which characters would you most like to draw?

LIM: My favorite characters are the Fantastic Four, but I've only worked on them in small projects, an issue or two of *What If?* and some guest appearances. Someday I hope to work on that book regularly.

"VISUALLY, I'VE MADE THE SURFER A LITTLE BULKIER, MORE MUSCULAR. I TRY TO MAKE HIM A LITTLE MORE REGAL THAN I USED TO."

WIZARD: Take a look five years down the road. Where do you hope to be by then?

LIM: I want to be doing comics still. By then, hopefully I'll be pencilling and inking whole projects. Maybe writing, too. I'll have to think about that for a while. Just as long as I don't wind up living in the street.

WIZARD: One final question, because the world demands to know. Where does the Silver Surfer keep his private parts?

LIM: In his pocket. I don't know!

TO ASK GALACTUS FO

I was talking with a friend the other day about how many times Galactus has come down to Earth, threatening to devour our swell li'l planet (on one sitting, no less). Neither of us could really remember an exact number, but we figure it's got to be somewhere near 20 or so. (If you actually know the figure, don't send it in. I like my generalized figure much better.) Of course, every single time, without failing, the Fantastic Four (usually with help from the Silver Surfer) manage to stop him with the Ultimate Nullifier or some other suitably nebulous weapon. And Galactus, being an Omnipotent Entity faaaaar above such petty things as, oh say *revenge,* imprisons the Surfer on the Earth for *all time.* This got me thinkin' a bit, so's I ruminated a while, and I came to these conclusions.

HUNGRY HUMOR by STEVE BEHLING

Galactus is a spoiled little rich kid, who could not possibly support his own great mass, let alone that *huge* suit of armor. I mean, the guy's like 40 stories tall, which would mean he'd have to weigh considerably more than Raymond Burr (though not much). So: #1, Gravitationally speaking, how could he support his own weight, and #2, wouldn't the armor just get too damn heavy? Excuse me while I go look up some vital info.

Thanks for waiting. I dug up my dee-lux copy of the *Official Handbook to the Marvel Universe*, and I'm presently looking at the "Galactus" entry. I stand corrected that the big guy is *not* 40 stories tall (he's really only 28 feet, 9 inches), and weighing in as he does at 18.2 tons, he is slightly lighter than Mr. Burr.

Oh well. Anyway, if I m quote freely here, courtesy Messrs. Mark Gruenwald, Pe Sanderson, and Elliot Brown

"Galactus wears a full-body suit armor constructed of an unknov extraterrestrial metal..."

Pretty convenient! I suppo if it's an "unknown" metal, might not be as heavy as o might think. But darn it a it'd still be a pain to lug t stuff around.

All I have to add to this is th it's a good thing Galactus just a character in a com book. If he *were* real, th laws of physics would app to him, and then he'd sorry. Of course, havi escaped college witho having so much as glimpsed science course, I don't kn exactly which laws of physi it is he'd be breaking, thou I suspect any being weighi in at 18.2 tons and standi 28 feet 9 inches would so find out. All of which brin us back to the central idea this wonderfully woven bit detritus, which is: If Galact

is such a God-like being, if he's been around for century on top of century, then why does he insist on parading his petty emotions like a cheap suit?

There are no easy answers to this question. Certainly few clues can be garnered in any of the comics in which he has appeared. He usually acts all high and mighty and above everything, but, oh, wait 'til somebody upsets one of his little schemes. Geez, you'd think being alive for several billion years would give you a broader perspective on things.

Checking the ol' watch, I see I'm out of time for today. It's been fun, kids. I hope this has all been food for thought, and that you dredge all the fun and fantasy from comics in an effort to make them as *realistic* as possible. Yay! And for those of you who feel I've merely pushed some worlds around without really saying anything important—you're absolutely right, but it's my article, so nyah nyah. Maybe I'll go back to college now.

X-FACTORING the DAVID EQUATION

A CALCULATED INTERVIEW by PATRICK DANIEL O'NEIL

"People who enjoy my work have said to me, on numerous occasions, 'Gee, we think it would be really great if you did a mutant book,' as if it's my choice," Peter David notes. "Fans seem to have the impression that I can just go waltzing into an editor's office and say, 'I'm of a mind to do a mutant book. Assign me one.' There are people who can do that...but I'm not one of them. Generally, you have to be able to draw," he laughs.

"So, it was a very pleasant surprise when Bob Harras approached me about taking on *X-Factor*. At last, those people who had been saying, 'Why don't you take on a mutant book? We'd love to see what you would do it,' are finally getting what they would like."

But David says there's more to it than just pleasing his fans. This is a terrific opportunity for him, as well. "By the same token, purely on the basis of career advancement, the books that focus on the mutant characters are the ones that get the greatest attention from the fan base," he points out. "*X-Men*, *X-Factor*, these are the ones that people don't miss, because they feel that's where the heart and soul, the real action of the Marvel Universe is. Whereas there are still plenty of people who don't know me from a hole in the wall because they don't read *Hulk*, they will now gain some familiarity with my work through *X-Factor*. So, I look forward to the chance to expand my audience base as it were."

The cast of the revised *X-Factor* is somewhat eclectic: Havok, Polaris, Guido, Wolfsbane, Multiple Man, and Quicksilver — with the government's Val Cooper as a liaison. Sounds like a tough group to make work — was this cast David's choice? Not exactly, he explains.

"These people were handed to me. It was not so much a matter of 'OK — you're going to write *X-Factor* and here's who you're going to have, whether you like it or not,' as it was 'Would you be interested in writing *X-Factor* with these characters?' That's a bit of a difference," David says. "The way you put it, it sounds like, 'You wanna write *X-Factor*?' 'Sure, great.' 'By the way, it's none of the characters you want.'

"Originally, Legion was going to be in the group, and we had a slight problem," he admits. "I was extremely uncomfortable with the thought of Legion in the group simply because Legion is a story in and of himself...and comfortably working him into a group in some way that wasn't utterly contrived was something I had a great deal of difficulty with. I don't mind building a story around him, but working him into a group — you're really asking for a bit much from the reader. Believing that a group of people will come together to form a team is enough of a suspension of disbelief...'Oh, by the way, one of them is so nuts he shouldn't be setting foot off Muir Island'...that's asking the reader to bend so far he will break."

The problem was solved when editor Bob Harras realized that Legion would be gone by the time the new version of the book started. "As if we were on the same wavelength, about a month or so later, Harras asked me, 'Are you really set on having Legion in the group?'

"'Am *I* set on it? I'd rather not have him in the group!'

"And Bob said, 'Good, you don't have to have him.'

"It was niggling in the back of both of our minds that, somehow, he just didn't fit at this point."

That left a whole in the cast, however, one David was fast able to fill (no pun intended). "I was very pleased when I was told that I could use Quicksilver. With a group, you generally want a character who will be a sore point, someone who can stir things up," he says.

"Of all the characters in either the Marvel or DC universe who are arrogant, I can think of exactly two who have a right to be — one is Namor, the other is Quicksilver. And perhaps Quicksilver has more reason to be than Namor."

David says Pietro feels as though he lives in a world of incompetents.

"Think about this way: Have you ever gone into a post office, stood on line, and the postal clerk was incompetent? Or gone to McDonald's, and the people don't understand the words 'Big Mac'? What is your general feeling in those situations? You generally feel impatient. You feel irritated. Have you ever stood in the post office behind a woman with 20 packages who wants to know every single way she can send them to Africa? It drives you nuts! You think to yourself, 'Why do I have to put up with this? These people are so slow, they're costing me time, and it's so damned irritating. I wish I didn't have to put up with this.' Now — imagine that the *entire world* was like that...except for you.

"To Quicksilver, just having a conversation is irritating. My feeling is, if this guy can move really fast, then he can move really fast. I'm not dealing with superspeed on a physical level, which is what everyone always seems to focus on — what Mark Gruenwald did so well with *D.P. 7* or what they're doing more now in *Flash*. I'm dealing with accelerated speed from the mental aspect; to Quicksilver, as he said in an issue of *Amazing Spider-Man*, many, many moons ago, the rest of the world

"I told Len Wein 'In the event you do a Little Mermaid comic, I now have dibs on it . . . If you get anyone else, I'll break both your legs.'"

is moving in slow motion. [illegible] really get on your nerves.

"Quicksilver lives in a world [illegible] people who don't know how [illegible] machines, and want to know all the ways to send packages to Africa [illegible] can never get your order right [illegible] Burger King unless you repeat it several times. That would [illegible] to make you feel very superior to everyone and very impatient with everyone. He has just as much [illegible] right to feel that way [illegible] as you and I do to [illegible] feel irritated by [illegible] people who don't know [illegible]

low to use a cash machine.

The new X-Factor are government employees...an attempt by the Feds to use mutants as a positive force in the world. They are a strike force, in [illegible] that Delta Force is. They are the government's answer to the X-Men," David [illegible]. "If there's a specific situation [illegible] it's appropriate to use a [illegible] strike force, they send in X-Factor."

[illegible] they don't all live in some [illegible] like the Avengers or [illegible]. The various members of X-Factor [illegible] members of the FBI or [illegible] their own homes they go to at night; they [illegible] social lives outside of the group. To them, 'it's not [illegible] an adventure — it's a job.'

[illegible] hat's not a bad tag line, now that I think of it."

[illegible] for where *X-Factor* is going in the next few months, David [illegible] admits that he's still somewhat uncertain. "Basically, I'm feeling my way. This is the first time in years that I've started on a [illegible] I've been writing *Hulk* for five years; even when I just started [illegible] *Star Trek*, that was a snap — I just had to step into characters [illegible] for two decades. This is the first time in ages I'm starting fresh [illegible] which is always a really scary experience.

"When I [illegible] on a book, my attitude is not to come in with a bunch of large-scale plots [illegible] Skrull wars, time-travel, tying up outstanding plotlines that have been hanging around for 15 years. I feel there's nothing unique to the book if you come up with a generic plot and just plug in these characters. I try to get a feeling for the [illegible] and work from within, try to develop stories that would be the most interesting [illegible] for these characters. As a result, I have a storyline developing from Jamie [illegible] his bodies killed off; or dealing with things that affect Quicksilver's [illegible] fascination and devotion to Havok and how that affects Havok's [illegible] where I find the meat of the story to start

with." Another new title that David is now writing is Disney's *The Little Mermaid*. He says he got the assignment by threatening physical violence on then — Disney editor Len Wein.

"At last year's San Diego Con, I was talking to Len Wein about Disney Comics and I asked if they would be doing a *Little Mermaid* comic," David recalls. "I enjoyed the movie, I felt an affinity for the character — and having just come off *Atlantis Chronicles*, I felt I had my feet wet, so to speak. Len said they didn't have one planned, but it might come up in the future. I asked if anyone had dibs on writing it and he said no. I said, 'In the event you do a *Little Mermaid* comic, I now have dibs on it — and if you get anyone else to write it, I'll break both your legs.' Len said he'd keep that in mind.

"Some months later, I got a call from David Seidman. He said Len Wein told him I had expressed interest in writing a *Little Mermaid* comic...and I said, 'I didn't express interest, I threatened him with physical harm if anyone else got to write it'...and repeated my threat. Dave, slightly intimidated, said, 'We're doing the book and I'm editing it.' 'In that case, the same threat applies to you,' I said. 'Fine,' he replied. 'Would you like to write *The Little Mermaid*?' I said yes and here we are."

The three-issue mini-series (originally planned as an ongoing series, before Disney's announcement that it was canceling all non-reprint titles) will act as a prequel to the hit movie, covering Ariel's life among the merfolk *before* she met Prince Erik. David says it almost *had* to be done that way.

"The decision by Disney was to have the comic book be a

"Quicksilver lives in a world *filled* with people who don't know how to use cash machines. That would tend to make *you* feel very superior to everyone!"

prequel...because in any sequel, Ariel wouldn't be a mermaid, anymore. It means we don't get to follow-up on her life with Erik, but we do get to use Ursula and the extensive supporting cast below the waves," he notes. "I have the whole merpeople society...and I have still—to my astonishment—been able to work in appearances by Erik and Grimsby and the castle folk."

And where will *The Little Mermaid* swim to after the three-issues? "If the book sells well enough — meaning absolutely spectacularly — there may be either a second mini-series or it could be an ongoing series," David replies.

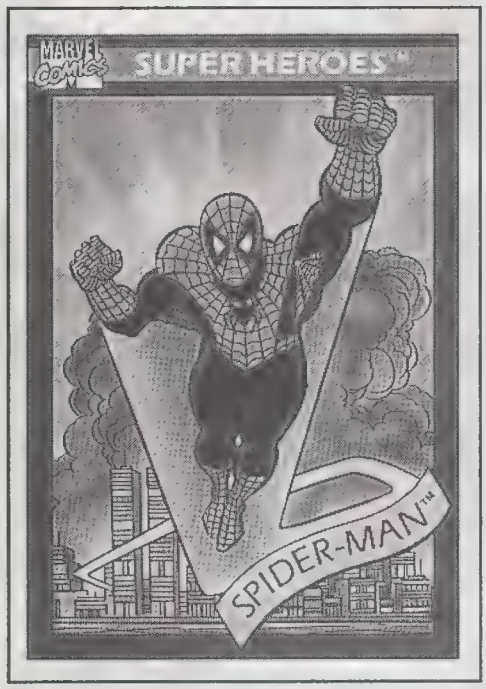
As a writer, David has made no secret of the fact that he thinks the current trend toward artist/writers — creators who start out as artists and, on the strength of great popularity of their art are given plum writing assignments — is a dangerous trend.

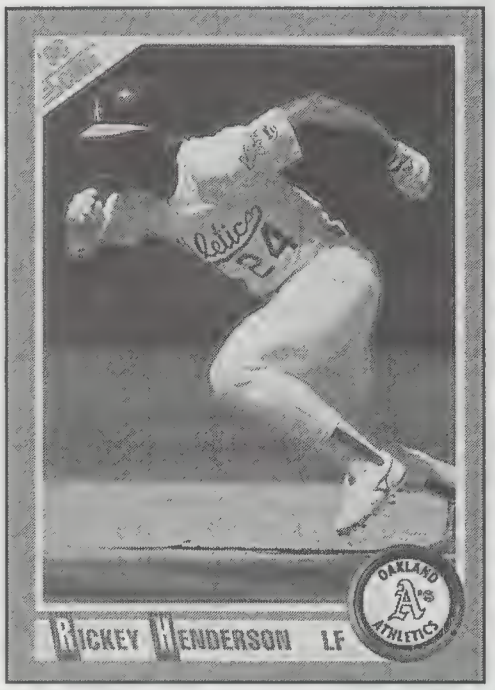
"I find it to some degree alarming — and not from the point of view of the freelancers—that a publishing corporation is blind enough to make a decision that says 'writing doesn't matter.' Essentially that says only the artwork matters and a book will sell whether it's well written or poorly written," he explains. "I'm alarmed by the fans' total willingness to buy a bad story because it looks real pretty. I'm not disappointed in the creators who move into new fields — people should always try to stretch and do things they haven't before.

"Artists don't seem to want to stretch by attempting new things artwise — a handful do. When they want to expand their horizons, they look toward writing. I can't blame them for that. What's annoying is the blind acceptance of the situation by the companies; the attitude that they don't care.

"If a major writer with a proven track record walked into Tom deFalco's office and said, 'I want to write and draw Spider-Man,' Tom would ask for art samples. I think it would be really nice if that same concern were given to artists who want to write for the first time," Peter David concludes. ✪

"I'm alarmed by the fans' total willingness to buy a bad story because it looks real pretty."





FROM SPIDERMAN TO THE MAN OF STEAL!

That's right! Whether your card collecting interest lies in Marvel cards or in baseball, football, basketball and hockey cards, then THE DRAGON'S DEN is the place for you. Come visit New York's biggest and best card superstore, featuring:

- **Marvel Superhero Card Sets, Singles and Holograms**
- **Baseball, Football, Basketball & Hockey stars, sets & unopened material from 1909 to the present**
- **Plastic sheets, binders, lucites, card cases & boxes**
- **Price guides and publications**

In addition to **selling** this wide array of products, we are also always **buying** quality collectible cards, especially NrMt/Mt superstars, sets & unopened material.

Call (914) 793-4630 for easy directions.

THE DRAGON'S DEN

2614 Central Avenue
Yonkers, N.Y. 10710
(914) 793-4630

43 Greenwich Ave
Greenwich, CT. 06830
(203) 622-1171

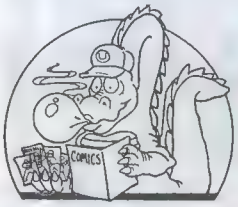
ONE STOP SHOPPING FOR ALL YOUR COMIC NEEDS!

At The Dragon's Den, located in the heart of the Westchester's finest shopping area, you'll find everything essential for your collecting needs:

- **Over 1,000,000 Back Issue Marvel, D.C. & Alternates**
- **All New Comic Releases**
- **Comic Bags, Boxes and Mylars**
- **And a complete inventory of Fantasy Role Playing Games, Figures, Accesories and Dice**

Open every day, The Dragon's Den accepts all major credit cards and is easily accessible from all major roadways. In addition,we are active buyers of quality Silver Age Marvel and D.C.'s. So if you have anything to sell, please call (914) 793-4630 for easy directions.

ALWAYS BUYING & SELLING!



THE DRAGON'S DEN

2614 Central Avenue
Yonkers, N.Y. 10710
(914) 793-4630

43 Greenwich Ave
Greenwich, CT. 06830
(203) 622-1171

Andy Mangel

Hollywood Heroes

Welcome to Wizard's newest column! Each Month in Hollywood Heroes I'll be focusing on the growing number of comic book projects coming from Hollywood. In future columns, I'll review comic book/movie scripts or as-yet unreleased movies, spotlight an actor or writer, and give you updates from Hollywood on the latest projects forthcoming!

This month we'll take a look at what is supposedly the last in a series that began 25 years ago. Star Trek VI: The Undiscovered Country is reported to be the final outing for Captain Kirk and the familiar crew of the Enterprise. Due to hit theatres on December 13, 1991, Paramount has been close to the vest on the plot for the film. Still, I managed to get hold of a script for the film, and it reaveals some interesting developments in the Star Trek mythos.

Originally, Star Trek VI was to have been a prequel to the original TV series. The idea, developed by ex-Trek producer Harve Bennett, found Kirk, Spock, and McCoy at Star Fleet Academy, and explored the early relationships to the later crew. David Loughery (who co-wrote Trek V) wrote the script with Bennett (who was to direct the new feature), an exploration of racial issues that also featured Kirk's first love and her tragic death.

Bennett left the Trek production when it was decided to bring back the original cast, whom the 60-year old man characterized at "the Over-The-Hill Gang." Nicholas Meyer was then brought in to direct the film, which he told the press was a love story for Spock. According to leaks, original plans called for Spock to marry the pregnant Saavik in the film, with a very young Picard making a cameo appearance at the end-of-the-movie wedding. However, given the dates of Meyer's original script (first draft 12/28/90), this was obviously calculated misinformation to a Trek-hungry press to throw them off the track. Actress Robin Curtis has not even been approached to reprise her Saavik role.

Trek VI began production in April, working from a script by Meyer and Denny Martin Flinn, from a story idea by Meyer and Leonard Nimoy.

**** SPOILER WARNING ** Do not read any further unless you want the plot of the film revealed.**

The film opens as the U.S.S. Excelsior Captain Sulu (George Takei) and his crew are caught in the explosion of Praxis, a

Klingon moon and the Klingon's main energy source. Its destruction means the Klingon Empire will destabilize. For the future of the Federation and Star Fleet, an alliance between the long-time adversaries must be reached.

Thus we find that, a short time before their retirement, the Enterprise crew is brought into the thick of things by Spock, who has helped negotiate a peace treaty with the Klingons and their ambassador, Chancellor Gorkon (David Warner). Kirk, hurting from the death of his son, is understandably nervous about things. New on the bridge of the Enterprise is Lt. Valera, a new Vulcan officer played by Kim Cattrall.

After a tense initial meeting with the Klingons aboard the Enterprise, it appears that Kirk and the Enterprise have opened fire on the Klingon's ship, killing Gorkon and most of the crew. General Chang (Christopher Plummer), Brigadier Kerla, and Gorkon's daughter, Azetbur (Rosanna DeSoto), arrest Kirk and McCoy for the murder of Gorkon and the others, and take them to the Klingon home world for trial. There, though legally (?) represented by Colonel Worf (Next Generation star Michael Dorn, here playing his own great-grandfather), they are sentenced to life imprisonment on a Klingon mining planet, Rura Penthe Penal Colony, digging for dilithium crystals.

Kirk and McCoy find that life on the prison planet may not last long, even with the help of shape-changer Martia (supermodel Iman), who later helps them escape...they think. It's only through the help of Spock (now in command of the Enterprise) and Captain Sulu--and despite the treachery of Lt. Valera—that Kirk and McCoy barely make it off the prison planetoid alive. At the last moment, they must not only prove their innocence, but they must also stop the assassination of new Klingon Chancellor Azetbur and the Federation president (Kirtwood Smith)! It's then they discover that treachery high in both the Star Fleet ranks and among the Klingons, signals an

(invisible) is sprung on the viewers with little scientific information or background (I believe this technology is not apparent in the Next Generation series).

Star Trek fans will find The Undiscovered Country a pleasant send-off for the series, despite its faults. Meyer and Flinn have hit most of the right buttons in this final outing, though the supporting Enterprise crew (and their fans) will once again have reason to grumble. The generous amount of guest stars and references to past episodes/films will keep continuity buffs happy.

But is Star Trek VI the best ending to the 25-year mission? Explore The Undiscovered Country for yourself on December 13 and find out the answer.

even earlier alliance between the two groups!

After saving the universe again, the crew flies off to retirement, Kirk making his final log notation about the future...a future filled with hope for a 'new generation' (see sidebar).

Star Trek VI has its good points and its bad points. While Nicholas Meyer delivered some of the best character moments in Star Trek II and IV (arguably the two best in the series), here some of the moments ring less true. Even Kirk's anger over his son's death would not blind him to the hope for intergalactic peace, as it does here too often. Most of the cast members are under-utilized (what's new?) except for the big three. A prototype Klingon Bird of Prey that can fire when "cloaked"

FINAL CAPTAIN'S LOG of JAMES TIBERIUS KIRK:

"Captain's log, U.S.S. Enterprise, Stardate 8769.24. This is the final cruise of the Starship Enterprise under my command. This ship and her history will shortly become the care of a new generation. To them and their posterity will we commit our future. They will continue the voyages we have begun and journey to all the undiscovered countries, boldly going where no man...where no one has gone before."

ADVANCE COMICS®

What's In Store™?

900/786-4447

Is your favorite comic arriving this week?
Is it on time?
Is it late? IS IT? IS IT? IS IT?

SUPERMAN ?
BATMAN
WOLVERINE ?
THE PUNISHER

Star Wars: Dark Empire #1
Dark Horse • Veitch/Kennedy/Dorman

? THE SANDMAN
THE TERMINATOR™ ?
SPIDER-MAN ?
THE UNCANNY X-MEN®

Find out by calling **Advance Comics** ***What's In Store***, the phone line that tells you which new comics are arriving in stores each week!

Plus news and previews from the people who bring you **Advance Comics**.

Kids, ask your parents before calling.
$1.99 for the first minute, 99¢ for each additional minute.

Updated Every Wednesday.

Batman, Joker, Superman, and Sandman are trademarks of DC Comics, Inc. © 1991 DC Comics, Inc. All rights reserved. *Wolverine, X-Men, Spider-Man* and *Punisher* are trademarks of Marvel Comics. TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved. *Terminator* ™ & copyright 1984 Cinema '84 a Greenberg Brothers Partnership. All rights reserved. *Star Wars* a trademark of Dark Horse Comics, Inc. © 1991 Dark Horse Comics, Inc. All rights reserved. © 1991 Capital City Distribution, Inc. MS/MC

MAN OF ART

WIZARD: *Weezie, you're working on Man of Steel?*

LOUISE SIMONSON: That's right.

WIZARD: *That's your regular assignment. And you said there was something on Power Pack?*

LOUISE: I'm also doing a *Power Pack Christmas Special.* I agreed to do it because June Brigman is going to draw it...it'll be just like the old days. We're doing some stuff that I think the Power Pack fans will be happy with.

WIZARD: *Walt, do you* **have** *a regular assignment these days...or are you just bouncing around to whatever pleases you?*

WALT SIMONSON: No, I'm just goofing off. My wife is working, she has a real job and I'm taking advantage of her. It's really terrible.

Actually, I have a ton of work in progress for three different companies. Some drawing, some writing. What I'm *not* doing is a regular monthly book. It's the first time in something like 16 years when I haven't had a regular monthly book for Marvel.

That's different. The emphasis in my work has changed — but I have a ton of work. Just ask my editors.

And it's all on time — except the Superman annual from 1989 that I'm still working on. That one's just a little late.

WIZARD: *What is it like to have two comics creators living in the same household?*

WALT: Really boring. [laughter]

There are fans out there who think this is the be-all and end-all of existence; it's not really.

LOUISE: They think we sit around and talk about who's stronger — the Hulk or Superman — all day long. But we don't.

WALT: Could the Hulk really break Captain America's shield? Well, jeez — I don't know.

I went into a comics shop once and that was the topic of conversation. I thought, "I'm working in this field? Maybe I should reconsider. Maybe

THE WIZARD'S PATRICK

THE SIMONS

bookkeeping would be good."

It works fine, actually. It's worked well for us because it means we can speak the same language. Even if we're not working on the same project — which mostly we don't — you always have a sympathetic ear.

LOUISE: It also means that if one of us is facing a deadline, or running late, and is therefore late going on vacation or can't go out for dinner, the other one doesn't get angry or resentful. Which can happen in relationships where one person works in comics and the other thinks he's just a goof-off. [laughter]

Now, we *know* the other person's a goof-off, but that's okay — we're a goof-off too.

WIZARD: *When, if ever, you question what you're doing — when you're not sure you have the right approach, do you ask the other for help?*

LOUISE: Sure, I did that last night. I was working on a Superman plot and I *thought* something was wrong with it. In fact, what I thought was wrong was — but Walter was able to pinpoint exactly what the problem was and offer suggestions to fix it.

WALT: But I haven't read the final plot yet, so I have no idea if my kibbutzing was actually used.

LOUISE: It was.

WALT: I happen to think I'm living with one of the best editors comics have ever had. She was a great editor; I'm married to her, so I'm biased, but she was a really good editor.

That's very useful to me as a writer, especially when I was just starting out. I got into comics as an artist; I'd been doing comics for about eight years before I started writing. Especially early on I wasn't sure about story structure and dialogue — but mostly structure: whether I was telling a story, how the characters related to each other, things like that. Living with an editor at that time was very useful to me

WOMAN OF WORDS

DANIEL O'NEIL CONDUCTS

ONS' INTERVIEW

professionally, because she could step back, look at stuff and give me suggestions.

I think, on balance, I've gotten more good suggestions from her than she's gotten from me over the years — but I've helped out some.

WIZARD: *Do you find, as a writer or an editor, that having an artist in the house was a help when you had to deal with the art end of the business?*

LOUISE: Usually. Occasionally, I'll get layouts from people that are just scribbles. They send the layouts first so I could write the dialogue while the pencils are finished.

I prefer working with artists who are extremely slow. [laughter] If you look over my entire career, I've worked with artists who are fast, but who don't do things until the last minute—

WALT: Which is the same as being slow.

LOUISE: The end result is that I'm always scripting at the deadline.

Sometimes, I look at something in a layout and I can't tell what it is and I can't get hold of the artist. Quite often, Walter is able to interpret the scribble more easily than I can. He'll say, "Why, that's a helicopter!"

And I'll say, "Why, you're right!"

WALT: "And it has a frammistat mounted on the side!"

LOUISE: "Oh, I see that now!"

So, it can be very useful.

WALT: It has worked out extremely well...both personally and professionally.

LOUISE: When we write together, like on *Meltdown*, it's very easy.

One of us would write until his brain got tired, then the other would sit down, read what the first had written, fiddle with it, and then —

WALT: — start typing...

LOUISE: ...just writing until her brain got tired. It was a real nice way to work.

WALT: You wrote until you were out of ideas, 'til you were dry. Then the other person took over.

WIZARD: *So writer's block never happened?*

LOUISE: Yeah, no pressure. "Oh — they'll deal with it." [laughter]

WALT: The result is that, on *Meltdown* especially, it

would be really hard to go back and figure out what each of us had done. It was the work of one brain, in the end.

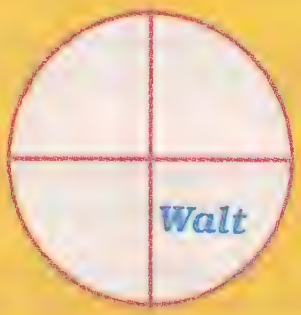
LOUISE: We each have half a brain.

WIZARD: Weezie—let me ask a few questions about Superman.

Do you think it is particularly significant that you are a woman writing about Superman?

LOUISE: I don't think it's significant; at first I thought it would give me a slightly different focus, but when I look at the focuses the other guys have, it's not all that different.

I'm very interested in the interpersonal stuff, but some of the other writers are, too. Roger Stern does that really well and Jerry Ordway does too. Dan



Jurgens is generally more interested in the superhero action and the interaction between heroes, but every once in a while he does a perfectly lovely little human interest story — maybe once every four or five issues.

So, I'm not sure my being a woman makes all that much difference. I mean, I like the romance stuff, just on general principle — I'll throw that in whenever I can. I've got two major Superman kissing somebody covers. I was afraid they'd be out the same month; but luckily they're not.

WALT: I'd point out that neither cover was Weezie's idea.

LOUISE: But I'm very happy to be associated with them.

WIZARD: *The writers and Mike Carlin, the editor, plan as much as two years worth of continuity for the four Superman books at a time. As you're sitting down to write a particular issue, do you ever feel that's restrictive? Do you ever say to yourself, "Oh, jeez, I have to do that this month? I'm really not up for that."*

LOUISE: Sure, sometimes. Mostly, I can get up for it.

There was one, recently, where someone had written in (we're not sure who), "Jimmy becomes a cat burglar...."

So I called Mike and asked, "What is this about Jimmy and a cat burglar? It doesn't make sense—I could do it, but I don't get it."

And he said, "I think somebody wrote that in as a joke. Let me check with the other guys." And, sure enough, Jimmy does *not* become a cat burglar.

Sometimes, we can't squeeze in all the subplot we've written into the outline. I just talked to Roger Stern the other day and he said to me about a particular plotline, "I have so much going on in this story, I don't know how I'll fit that in." But if he doesn't do it, it can

get passed along to the next guy, who will squeeze it into his plot."

For the most part, though, we're able to work in everything that's called for. If we can't, we call Carlin and figure it out. It's a real team effort.

WIZARD: *Give me your take on Superman. Who is he?*

LOUISE: Superman is the Light Knight, the White Knight, in the same way that the Batman is the Dark Knight. He's the good person in a crumbling world. We're portraying Metropolis as a darker and darker place.

I was talking to a friend and told her I'd be writing Superman and she said, "He's such a goody-goody. Can't you rough him up a little?" And I thought, "No, that's wrong. What we'll do is rough up his environment, so the people say, 'Thank God there's a decent man in this rotten world.'"

That's what I want to do. Because it's an interactive world I'm working in, I can't drive the focus toward this myself....

WIZARD: *...but when you do a story you can play up that element.*

LOUISE: Exactly. But everybody seems to be going along with the idea of a darker Metropolis. And it's not as dark yet as it's going to get.

WIZARD: *Anything else?*

LOUISE: To me, an important thing about Superman is that he is the lone survivor of a destroyed world. I think this is in the back of his mind most of the time. Sometimes he can forget; he has created for himself, out of what could have been a tragedy, a very positive life. Because of this, his connections to other people are very important to him. They are the structure of the world he has created for himself: Ma and Pa Kent are the basis of that structure. It is through these people that he creates a world for himself.

Physically, he's *not* human — every time he flies, every he uses his strength, every time he looks through an object, he's reminded. It's not something he can forget.

I explored this a little in this year's annual.

WALT: His very existence is a constant reminder.

WIZARD: *Are they gonna get married?*

LOUISE: I'm not allowed to say that. [laughter]

WALT: Quick—turn off the tape! *Click! Bzzzzzzzzz!* So that's what's going to happen, Pat! But don't tell anybody!

WIZARD: *All right, Walter — what are this myriad of projects you're working on?*

WALT: I am actually engaged in finishing the Superman annual of two years ago, which will now appear as some kind of special project. I don't even know the format now. It will have to come out as a hither-to untold tale of Superman, because it contains ele-

"I'm doing a Power Pack Christmas Special. June Brigman is going to draw it. Just like the old days."

ments that are completely out of continuity now — Jimmy Olsen has a job, Luthor's still alive, Lois and Clark aren't engaged. That's 50 pages long and I'm about a third of the way through the inks. The other big thing I'm working on through the fall is a four-issue mini-series with Frank Miller. Frank's writing and I'm drawing a Terminator vs. Robocop for Dark Horse, format still to be decided. That'll come out next year.

I've written an eight-page Black Panther story for Dennis Cowan to draw for the final issue of *Marvel Fanfare*. Al Milgrom asked if I'd contribute something to that; Al's an old buddy and I'm a major Dennis Cowan fan, so I arm-twisted Dennis into drawing this and then arm-twisted him again into letting me ink it.

I wrote a Christmas story for Marvel's Holiday special, to be drawn by Art Adams, and because—if nothing else — I have a lot of nerve, I wrote the sequel to *A Christmas Carol*. Charles Dickens has been dead a long time, I can knock this off in no time. It stars the Fantastic Four.

WIZARD: *The FF play the ghosts?*

WALT: Not quite — that's not a bad idea, though. Maybe next year.

I'm also doing covers for various projects: Marvel's *Remo Williams, the Destroyer* mini-series; an *Excalibur* cover; a cover for *The Trouble With Girls* from Malibu; a cover for *Dangerous Times* from Evolution Comics.

WIZARD: *And there's another project you just got permission to tell me about.*

WALT: DC has licensed a trading card line and I've done ten drawings for holograms. Each has three levels—foreground, background, deep background. So I got to do a bunch of DC's characters and that was fun.

The set is Superman, Clark and Lois, Deathstroke the Terminator, Waverider, Lobo, Wonder Woman, Flash,

"I have a ton of work in progress for three different companies. What I'm not doing is a regular monthly book."

Walt

Green Lantern, Hawkman, and Darkseid.

WIZARD: *No Batman?*

WALT: No. I don't know the whole score, but my guess is that the rights to Batman trading cards are tied up with the Batman movie licensing.

WIZARD: *After so long being an artist, and then an artist writing for himself, how does it feel when you write for another artist? What's the reaction when you get the art back?*

WALT: I'm usually delighted. The neat thing about that, as a writer who thinks visually, is seeing another artist's interpretation of your thoughts. They're so different from my own.

On *Meltdown*, Weezie and I wrote a sequence where Wolverine is nailed by the bad guys and brain-washed...and the way Kent Williams chose to interpret that visually was just far beyond my wildest dreams; something I would just never have done. Jay Muth did an absolutely beautiful version of Scarlet, the good girl/bad girl of the story.

Working with good artists, it's exciting and it's different when you get it back.

WIZARD: *Without getting into libel or slander, or any of the other hassles that come from talking about people and companies, what are your opinions on the general run of what's published today in comics?*

WALT: The most important thing I see going on right now is not really an observation about the material itself, but an observation of the nature of the marketplace. With the understandable help of the publishers — especially the larger companies — we're moving, or maybe we have moved, from a reading audience to a consumer audience. The importance of publishing multiple covers, of trading cards, of silver inks, of glow-in-the-dark has grown.

LOUISE: Form has become more important than content.

WALT: Exactly. That's a consumer market. For the readers, content is important — ask any old X-Men fan. For the current marketplace, I think reading is less important and *owning* all the various permutations and combinations is much more important.

An example of the heights to which this has been carried is that you can now buy a bag in which to place a pre-bagged comic — so that the bag in which you purchased the comic will remain in mint condition. This is taking collectibility to a height undreamed of by civilization and philosophy up until now.

Mostly, I like comics I can read.

Superman is the "White Knight". He's the good person in a crumbling world.

Louise

LOUISE: Marvel — and I say Marvel only because of the statements in their stock prospectus — has obviously scaled down their target audience to boys between 12 and 16...

WIZARD:...*and boys specifically...*

LOUISE:...and that means, it seems to me, that the comics are being made simpler, in order to appeal to what they see as their target audience.

WALT: Commercially, it's been a rampaging success for Marvel, I take nothing away from that. I *do* have some questions about where it's going to end up. The last time we had a tidal wave of product come out, during the black-and-white boom, we lost some major distributors in the aftermath.

So, I wonder how all this might affect the business of comics, negatively, in the long run.

LOUISE: It almost feels like this multiple packaging gimmick is a pyramid scheme. It will work as long as people keep buying it and buying more and buying more, but eventually, I have a feeling, the dealers will order 20 billion copies of something and the customers will say, "Hey, we don't want this." And the dealers are going to be stuck with 20 billion copies.

That's sort of a worst-case scenario, because that means distributors may go under or comics shops might fold.

WIZARD: *Every time I hear somebody say they're buying 50 copies of whatever the latest hot product is and how they're planning to make a mint on it, I think, "But there are umpty-ump million copies in circulation!"*

WALT: Everyone who wants one will have 50 copies himself.

LOUISE: And that, I think, is where it's all going to fall apart. The minute somebody tries to sell *Spider-Man* #1 and can't get what they think it's worth—whatever that might be—then it will begin falling apart.

We'll see this vast unloading, like a run on the banks,

"I am finishing the Superman annual of two years ago, which will come out as an untold tale of Superman that's fifty pages long."

Walt

with everybody trying to unload their copy of *Spider-Man* #1...and then, "woe is us," the whole industry will fall apart.

WALT: I don't know if there's a precedent for it...

LOUISE: Tulips.

WIZARD: *Tulips in Holland.*

WALT: That's right. People went berserk over tulips...

LOUISE: And then, all of a sudden, the bottom fell out of the tulip market and people lost fortunes.

There is a precedent, folks.

WIZARD: If either of you had something you *really* wanted to do, the thing that's been sitting in the back of your head since the first day you walked in the door of a comic-book company, what kinds of projects are still undone?

WALT: In my head are mostly projects you've never heard of.

Probably more *Starslammers*, which you have heard of, and then two or three other projects that I just haven't done yet. There probably aren't any existing characters that I'm really rabid to do. I've been doing comics for 19 years now, and I've done most of the characters I really like. I'm writing an *Iron Man 2020* prestige format series with Bob Layton on the art and co-plotting. But Iron Man is just about the last of my old favorite Marvel characters to do.

At DC, I'm doing a Superman story, I've done Batman a few times.

WIZARD: *Those projects in the back of your head — what type, what genre are they?*

WALT: There's a project that based on European myth and folklore and the other is based on dreams. It would be hard to define it any closer than that: It began as a dream I had many years ago and grew into a four- or five-part story. The story makes more sense than the dream

"There are a lot of people out there who want to do romance comics."

Louise

did, I think. I guess that's fantasy — contemporary fantasy, not sword-and-sorcery stuff.

WIZARD: *How about you, Weezie?*

LOUISE: I have an idea for a sort of anthropological science-fiction series I'd like to do. I'd like to do some romance stories — teenage romance, modern romance, historical romance. I don't really know that there's a market for them right now.

WIZARD: *That's interesting. I've been arguing that I thought there should be a market for a romance novel in the graphic format. As somebody said, "Forty or 50 pages of the same art as is on the covers of all those bodice-rippers. They oughta love that!"*

LOUISE: I think so too. I haven't really pursued this, although there were a couple of false starts at Marvel; the first having to do with a Harlequin romance line in comics. I did a story for that with Mary Wilshire, inked by Bob Wiacek. That fell apart, I guess, because Harlequin pulled out for some reason. Then there was some discussion about doing a comic-book version of *Sweet Valley High*, which I was going to write — and then Sweet Valley High pulled out.

My impression is that the regular book publishers of the young romances seem to think that comics are not an appropriate place to do their kind of stories.

WIZARD: *They probably go into comic-book shops and see the clientele and think, "Our people aren't in here, are they?"*

LOUISE: Actually, I was told that these things were shown to book distributors and they said they weren't interested. That's why the Harlequin stuff wasn't done.

At our local bookstore, which sells some comics, the owners suggested Archie comics — because the mothers come in and buy every Archie comic they can get their hands on to send to kids at camp, for example. That's the market — the *Sweet Valley High* market, the *Babysitters Club* market. That's the market that would buy teenage romance comics.

WIZARD: *Is part of the problem that the artists — with exceptions like Wilshire — have lost the touch for this stuff?*

LOUISE: Those guys don't *want* to do romance comics, they want to do superheroes. There are a lot of people out there who want to do romance comics, but there's not place for them. All they'd have to do, I think, is start publishing a few and people would be coming out of the woodwork with one wonderful style after another for them.

WIZARD: *If Barbie is a success, that would seem to be a jumping off point for this.*

LOUISE: It could be. The problem is that there's nothing for girls in this market anymore...because girls are not interested in stories where big guys hit each other. ✪

WIN A RON LIN AUTOGRAPHED

GRAND PRIZE - One Winner
Autographed Silver Surfer #50
(1st printing) with official Wizard certificate of authenticity stating authentic signature and part of a limited edition.

1st PRIZE - Two Winners
A set of the six issue "Infinity Gauntlet" mini series from Marvel, all first printings.

2nd PRIZE - Five Winners
A copy of the limited edition San Diego version of Wizard: The Guide To Comics #1.

3rd PRIZE - Ten Winners
A copy of Silver surfer #50 (2nd printing).

WIZZERS

Here are the lucky winners of our Platinum Spider-Man Contest
Platinum Winner:
Nathan Machado - MA

1st Prize Winners:
Michael Johnson - NY, Fred Varnac - CA
Greg Urban - IA

2nd Prize Winners:
Greg Zimmerman - PA, Eugene J. Hellin - NY
Clay B. Loveless - TX, Paul Stratbon - KY
Mike Baker - CA, Larry Johnson - OH
Andrew P. Scott - CA, Matt Keeney - MO,
Nathan Wilhite - TX
Shawn Barber - KS

SILVER SURFER #50

CONTEST RULES

Answer the questions in the boxes supplied below. In each answer you will find a circled letter. After you have completed all the questions, the circled letters from the answers, when scrambled, will form the Silver Surfer Code. Find the Silver Surfer Code, and write it on the official entry form supplied below.

No purchase necessary. Contest is open to everyone except employees of Wizard Press, their immediate families, and Thanos.
Print your name, street address, city, state, zip code, area code, phone number and the place where you purchase your comics on an "Official Entry Form" or a standard postcard. No mechanical reproductions will be accepted. Mail each entry individually to "Silver Surfer" P.O. Box 648, Nanuet, NY 10954-0648. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and/or local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the name of the prize winners and are not transferable. Only one prize winner per household. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purpose and rules hereof.
All entries must be postmarked by January 15, 1992 and received at contest headquarters by January 18, 1992. Wizard Press is not responsible for lost, late, misdirected or mutilated entries.
Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The prize winners will be selected in a random drawing from all properly completed entry forms received at contest headquarters. The random drawing will be conducted on January 20, 1992 by Wizard Press. One (1) grand prize- Autographed Silver Surfer #50. Two (2) first place prizes- A set of Infinity Gauntlet mini series. Five (5) second place prizes- Copy of limited edition of San Diego Comic Con version of Wizard: The Guide To Comics #1.
For a list of winners, which will be available after March 1, 1992, send a stamped, self-addressed envelope to "Silver Surfer Contest Winners" P.O. Box 648, Nanuet, NY 10954-0648.

SEND TO
SURFER CODE
P.O. BOX 648
NANUET, NY 10954-0648

1. World's greatest detective.

2. "I'll be back."

3. X-Men's greatest foe.

4. Jay Garrick.

5. Sean Cassidy.

6. Fatal to Superman.

7. Frankie Ray.

ENTER NOW TO WIN!

OFFICIAL 1992 WIZARD "SILVER SURFER" CONTEST ENTRY FORM

YES! Enter me in the 1992 Wizard "Silver Surfer" contest for a chance to win an autgraphed Silver Surfer #50.

Name:_____
Phone #: (____)_____Age____
Home Address:_____
City:_____
State:_____Zip:_____
Store Name_____

SILVER SURFER CODE

WIZARD Clue: Fancy move, dude!

SCIENCE
PART I:

Comic books and science fiction have been intertwined right from the start. The very first monthly newsstand comic, back in 1934, was *Famous Funnies*, and from the third issue on one of the regular features therein was Buck Rogers, the original science-fiction comic strip.

Also, superheroes have always had a science-fictional slant — after all, Superman's an alien, right? Super-powers are a science-fictional concept, and are often acquired by science-fictional means, such as radiation, high-tech armor, mutation, etc.

What's more, in the early days, comic-book writers often came into the business by way of the science-fiction pulps. Otto Binder, who wrote hundreds of stories for the original *Captain Marvel*, had started in the pulps; Edmond Hamilton and Alfred Bester, both well-known SF writers, scripted super-heroes for DC. Julius Schwartz and Mort Weisinger never wrote for the pulps that I know of, but they were active in SF fandom from its very beginnings, and published one of the very first fanzines.

Still, in the early days, despite super-science or magical powers, DC avoided full-blown science fiction. Their super-heroes mostly stayed earthbound; that was what the market seemed to want.

When the first big super-hero craze passed, however, and super-hero titles began to be cancelled en masse around 1947, comic-book publishers began looking for the next hot category. Any successful title would spawn a dozen imitations, and the result was a series of brief fads — for crime, westerns, romance, and so on.

Julius Schwartz, Mort Weisinger, Alfred Bester, and Edmond Hamilton were all working at DC, and they were all science-fiction fans. It was inevitable that sooner or later, despite the unspectacular performance of *Planet Comics* and its ilk at the other companies, they would decide to try SF.

Their first attempt was a back-up feature in *Real Fact Comics*, a bi-monthly title that was not exactly setting sales records — kids weren't interested in true stuff. So the real facts got stretched a little, to include guesses about the future, and that gave us, among other things, Tommy Tomorrow, DC's first futuristic hero.

He first appeared in *Real Fact* #6, reappeared in #8, #13, and #16, and then be-

Fiction Heroes

THE MAN WITH THE RAYGUN

by Lawrence Watt-Evans

came a regular feature in *Action Comics* from #127 through #251 — that's 1949 through 1959.

In those very early stories in *Real Fact*, Tommy was drawn by Virgil Finlay, who never made a big splash in comics, but was a top illustrator for SF pulps. That he was chosen for this feature is probably not mere coincidence.

Tommy was your basic science fiction hero a guy in a spaceship, a couple of hundred years in the future, flying about from planet to planet, having adventures. There was nothing very sophisticated about the concept. Tommy didn't have anything like the fancy set-up of his pulp predecessor, Captain Future, whom he rather resembled. (Captain Future was the creation of Edmond Hamilton, who was working for DC — if there was any deliberate swiping, Hamilton almost certainly okayed it, and may have done it himself.)

As time went on Tommy acquired some background — by the time he made the jump from *Real Fact* to *Action*, he was Tommy Tomorrow of the Planeteers, a sort of interplanetary police force and rescue squad. He had a sidekick named Brent, who was atypical among sidekicks in that he had no personality at all — he wasn't short or fat or funny-looking, he didn't often make wisecracks, he was just there. His only distinguishing features were a mustache and black hair.

Tommy himself was blond and handsome and always just a little bit smarter than anybody else.

The Planeteers wore purple spacesuits and uniforms, and flew around in blue spaceships with swept-back fins. They encountered all sorts of fascinating monsters, like fire-dinosaurs and spine-throwing cacti and multi-dimensional blobs, and dealt with a wide variety of aliens — every planet in the solar system had humanoid inhabitants in these stories. They were generally non-violent,

and tried to solve things peacefully, using their wits. Tommy carried a raygun and wasn't afraid to use it, but I don't think he ever shot to kill.

Alas, when the 1960s rolled around, ol' Tommy began to look a bit old-fashioned. Super-heroes were making a comeback, and science fiction was getting slightly more sophisticated; his slot in *Action* was filled by Supergirl, and he vanished.

Until 1963, that is, when *Showcase* featured a revamped version in five non-consecutive issues. Now, instead of Tommy Tomorrow being an experienced veteran, an established big shot in the Planeteers, he was a youth of eighteen or so, just starting out at the Planeteer training academy. He also got the whole comic book to himself, instead of a few pages in the back.

He didn't catch on, though, and that was it, except for a few cameos, until a totally different character with the same name appeared recently in *Twilight*. The original Tommy Tomorrow was no grinning fascist, but a laid-back sort who often won out by being calmer and more tolerant than his companions, trying to think problems through rather than shooting at them. The character in *Twilight* isn't just a re-interpretation, he's an entirely different person.

"They were all just guys who flew around in spaceships outwitting alien menaces."

But let's go back now to the late 1940s, when Tommy was invented. He wasn't a runaway hit, but he was popular enough, so did DC try any other science fiction?

Of course they did. In the spring of 1950, cover-dated August-September, a new comic book hit the newsstands from DC: *Strange Adventures #1*.

That first issue proclaimed on the cover, "Amazing Science Fiction Tales!" It also advertised, "Scoop! A thrilling preview of Hollywood's smash interplanetary epic — 'DESTINATION MOON'," and "Astounding stories by Edmond Hamilton, Gardner F. Fox, David V. Reed."

It should be mentioned that the top two science-fiction magazines of the time were *Amazing Stories* and *Astounding Science Fiction*; the choice of adjectives was *not* just coincidence.

Edmond Hamilton was a major name in the science-fiction pulps; Gardner F. Fox had a few stories to his credit; but I don't have any idea who David V. Reed was. It's noteworthy, though, that the writers were given cover billing at a time when most comic books didn't even admit they *had* writers. Clearly, this was intended to appeal to people who read the SF pulps, rather than the regular comics audience. Those folks definitely paid attention to author names.

Inside, the lead-off story is the first adventure of Kris KL-99 or sometimes Chris; they weren't consistent on the spelling yet. He's a twenty-first century space explorer, with rather forced and clumsy parallels to Christopher Columbus; in this tale he explores the Green Nebula and rescues its radioactive inhabitants from criminals who are stealing the radium they eat.

A caption on page 2 introduces the supporting cast: "Halk, the famous Martian adventurer, and Jero, the Venusian scientist, are the Earthman's only human comrades!" I'm not sure why a scaly green guy with fin-shaped ears and an eight-foot pink one with a head like a balloon qualify as "human." The fourth member of the crew of the *Pioneer* is Kris' "chameleon dog," Loopy, who turns various colors depending on his mood — blue when he's scared, white when he's proud, and so on.

(Notice that all these characters are male — I guess the idea that future civilizations, human or otherwise, might not all be just as sexist as 1950s America was a little *too* alien.)

The rest of that first issue is filled out with anthology features, rather than continuing characters — two science-fiction stories, a biographical piece on H.G. Wells, and the promised adaptation of *Destination Moon*. This last seems to skim some of the film — it starts with the ship already built, crewed, and on the launching pad. There are no scenes on Earth at all, save the opening panel. But then, getting a feature film into eight pages calls for some compression.

It's not clear just how many times Kris KL-99

actually appeared; he wasn't in every issue. To choose one example, there are no continuing characters in *Strange Adventures* #4 at all — just four one-shot stories, by-lined by Robert Starr, Edmond Hamilton, David V. Reed, and Gardner Fox. And Kris seems to have vanished completely by the time #9 came out, featuring a new lead character: Captain Comet.

Captain Comet may be the first mutant super-hero — he's definitely a mutant, "a man born 100,000 years ahead of his time," with "futuristic" abilities we lesser humans haven't evolved yet. He's telepathic, inhumanly strong, immune to poisons; he never tires, can see a much wider part of the electromagnetic spectrum; his fingers are so sensitive he can feel colors. And he's morally more advanced, too, so he doesn't use his abilities for personal gain, but instead sets himself up as Earth's protector against alien menaces.

The stories are an odd hybrid of science fiction and standard super-hero adventures. Captain Comet lives in the present day, has a secret identity (Adam Blake), but instead of battling crooks or super-villains, he builds himself a spaceship, the *Cometeer*, and flies off to deal with invading aliens, berserk robots, and the like. He spends as much time on other planets as on Earth.

Here on Earth he has a friend and mentor, Professor Zackro, the only person who knows Adam Blake's secret. Zackro's main story function seems to be to talk to himself or to other characters, explaining Captain Comet's amazing abilities — "Great stars! **Comet** must have a fist like cast-iron!" someone says upon seeing our hero punch out a robot, and the professor is there to reply, "He has! It's one of his superhuman qualities, Northrup! His skin can hardly be bruised or cut!"

Whatever his other attributes, the Captain apparently had no staying power — by 1953 he was past his prime, no longer getting the cover; in 1954 he was no longer in every issue; and by the time the Comics Code came in, in 1955, he was gone. (I can't imagine that there would have been any problem about Code approval, and assume this is just a coincidence.)

You'll notice a certain similarity to these characters — Tommy Tomorrow, Kris KL-99, and Captain Comet, despite the Captain's mutant abilities, were all basically just guys who flew around in spaceships outwitting alien menaces. That's the prototypical DC science-fiction hero. There was one more in this category, who doesn't fit here chronologically, but who I'll cover now

because he's so similar: Space Ranger.

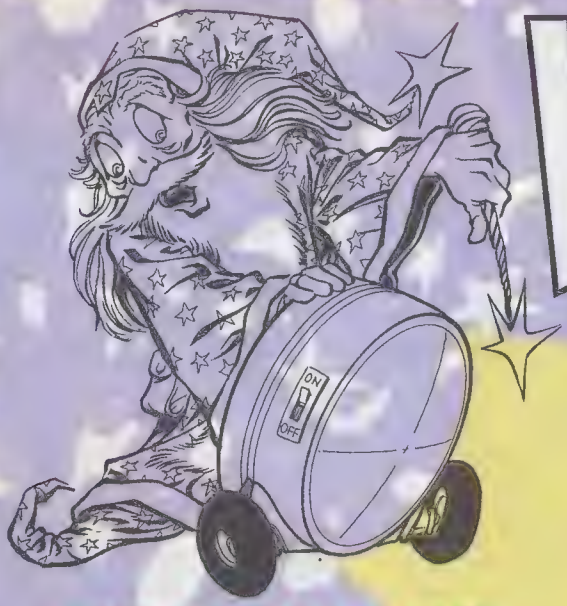
He came along in 1958, when Kris KL-99 and Captain Comet were history and Tommy Tomorrow was not long for this (or any) world. He started out with two appearances in *Showcase* #15 and #16, then became the lead feature in *Tales of the Unexpected*, from #40 through #82, before making a few swan-song appearances in the waning days of *Mystery in Space*. Space Ranger was a bit more sophisticated than his predecessors — for one thing, he had a girlfriend, his secretary, Myra Mason, where the others had been eternally celibate. He also had a shape-changing sidekick named Cryll, along with the standard-issue spaceship and a multipurpose raygun. He had a secret identity, as Rick Starr, a millionaire businessman's son, and he played the traditional super-hero role as crime-fighter — except that he did so in the far future, on a variety of planets. I suppose he was intended to be a Lone Ranger of the future; he had the Lone Ranger's mastery of disguise, for example, and in *Tales of the Unexpected* #44 was even captured by "Indians" from Saturn's moons.

He never had the appeal of the Lone Ranger, though, nor much of a personality, even by the standards of DC's comics of the day. He was, quite frankly, boring — not up to Tommy Tomorrow's level at all. I doubt anyone was seriously upset when his series ended.

And he was the last example at DC of that simple, basic science-fiction hero, the fellow with a quick wit and a good raygun.

So if those were all the guys with rayguns, what about DC's *other* SF series?

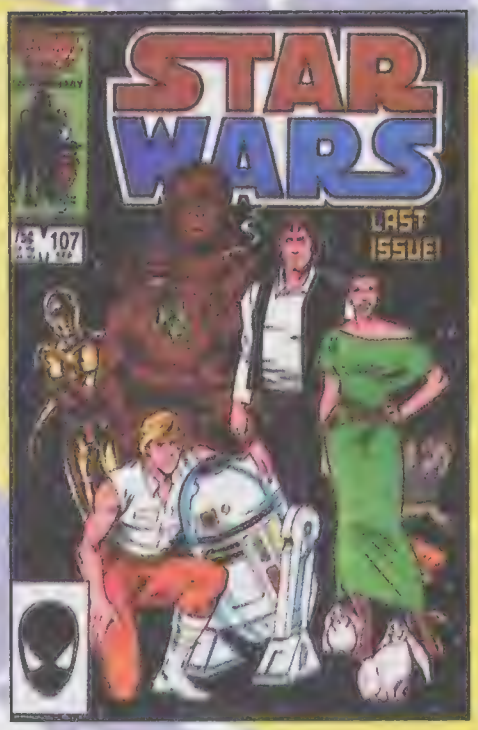
We'll look at them next time! ✪



WIZARD

STAR WARS #107

Artist: Cynthia Martin/Whilce Portacio
Writer: Jo Duffy
Publisher: Marvel
Release Date: September 1986



With all the attention on Whilce Portacio's work on X-Factor and Uncanny X-Men don't take your eyes off his first work on The Punisher #9

A long time ago, in a back issue bin far, far away, you could find a really cool back issue. Just when you thought you had found all of hot X-Men artist Whilce Portacio's work, along comes an obscure issue from five years ago. That's right, the first known work Portacio had done for Marvel is Star Wars #107, the last issue of the series. With sales on Portacio's Uncanny X-Men at an all-time high and back issue sales on X-Factor continually on the rise, this book may surprise a lot of people. Also expect interest on Star Wars to be high with the release of Star Wars: Dark Empire on sale this month from Dark Horse.

COMIC WATCH

FANTASTIC FOUR #67

Artist: Jack Kirby
Writer: Stan Lee
Publisher: Marvel
Release Date: October 1967

Ew, gross. What's that thing on the cover? Hey, wait a minute, that's Adam Warlock!! Yup, back when the golden-skinned hero of The Infinity Gauntlet was known only as "Him," he emerged from his life-giving cocoon created by a group of scientists known only as "The Hive." From such a humble beginning (and such a lame name) emerged one of Marvel's hottest heroes, with the first issue of his new series debuting this month as well! Gosh, is this a coincidence or what? And just for you history buffs, Fantastic Four #66 is the first appearance of the Warlock cocoon, but "Him" doesn't appear in it (and stop saying "Him who?" It's just "Him!").

In Silver Surfer #46, years later, the being known as Adam Warlock returned to the public eye when the Silver Surfer found him "alive" in one of the Infinity Gems.

In today's comic book market, grade is one of the most important factors that influences the value of a comic book. There are many grades that fall between the ones listed below; however, the grades presented here are the ones with the most noticeable signs of

MINT: By definition, a mint comic book should appear as if it just came off the press, flawless. There should be no signs of wear inside or outside of the issue. The cover should be centered, spine should be very tight (no creases), and all corners should be sharp. The pages inside should not show any signs of aging. A MINT comic book could be worth upto 200% of the NEAR MINT value. This all depends on the scarcity and desireability of the specific comic in high grade. Most newer (70's to present) issues in Mint condition are usually valued upto 120% of NEAR MINT.

NEAR MINT: A comic book in this grade is very close to MINT. Usually, there is only one small imperfection that will keep this book from being MINT. One of these flaws may be, a cover that is slightly off center, one corner may be slightly rounded, or the spine is very tight with one tiny crease. The pages inside should show almost no signs of aging or wear, with a bright and glossy cover. The comic books listed in this guide are valued at NEAR MINT prices.

VERY FINE: A comic book in this condition will show some minor signs of aging and wear. The spine will have few slight creases, the corners might not all be sharp, and the color may have lost a little luster. There should be no folds, cuts, or markings in any way, on any of the pages. The comics in this grade are valued at 50% to 70% of the NEAR MINT value, again depending on the scarcity and demand for the specific issue.

changes in condition. Grading comics vary from person to person depending on how much they regard certain flaws or imperfections. This guide will serve to help you in the process of grading your comics.

FINE: This comic book is a good example of a well read comic. The cover may show some minor flaking, the spine shows noticeable signs of wear, pages have slightly discolored - showing signs of age, and the corners are rounded. An issue in this condition may have a slightly loose cover, especially around the staples. Although there are still no pages with cuts, folds, or missing totally. A FINE comic book will usually be valued at 30% to 50% of the NEAR MINT value.

GOOD/VERY GOOD: Comics in this range will have very noticeable signs of aging and wear. There will be spine creases, rounded corners, very minor cuts or tears, minor marks (writing), and faded colors. There shouldn't be any chunks missing. This is a very common grade for older comics. Comics in GOOD/VERY GOOD condition are valued from 10% to 30% of the NEAR MINT values.

POOR: A comic book in this condition has many defects. Some possible flaws include ripped pages, a bent spine, a small chunk missing, large creases, and very discolored or faded pages. Any comic with unnatural defects are usually considered POOR. Examples include water damage, rusty staples, tape marks, cut out coupons, missing complete pages, writing marks, or stains. A POOR comic is worth less than 10% of the NEAR MINT value.

W1003 - $2.50

W001 - $6.95

W1002 - $2.50

W1001 - $3.50

SUPER OFFER!

Now You Can Own Every Issue Of Wizard: The Guide To Comics!

SUBSCRIBE TODAY

AND GET 1 FULL YEAR OF WIZARD FOR ONLY

$27.50 U.S.

$34.95 CAN/$45.95 FOREIGN

SEND CHECK OR MONEY ORDER TO:

WIZARD PRESS
P.O. BOX 434
MONSEY, NY 10952-0434

RESERVE YOUR COPIES TODAY!

HOMAGE STUDIOS AND SUPERCOMICON PRESENT

THE MIGHTY MUTANT TOUR

DEALERS' TABLES

Before Dec. 15	$150.00 ea.*
Before Jan. 10	$175.00 ea.*
After Jan. 10	$200.00 ea.*

*One Table For Both Days.

ADMISSION

ONE DAY	$7.00
BOTH DAYS	$10.00

JIM LEE • SCOTT WILLIAMS • WHILCE PORTACIO

WITH SPECIAL GUEST ARTISTS JOHN ROMITA JR. • MARC SILVESTRI • LARRY STROMAN • ART THIBERT

JANUARY 18 & 19, 1992

FROM 10 AM TO 4 PM

AT THE TOWN & COUNTRY HOTEL

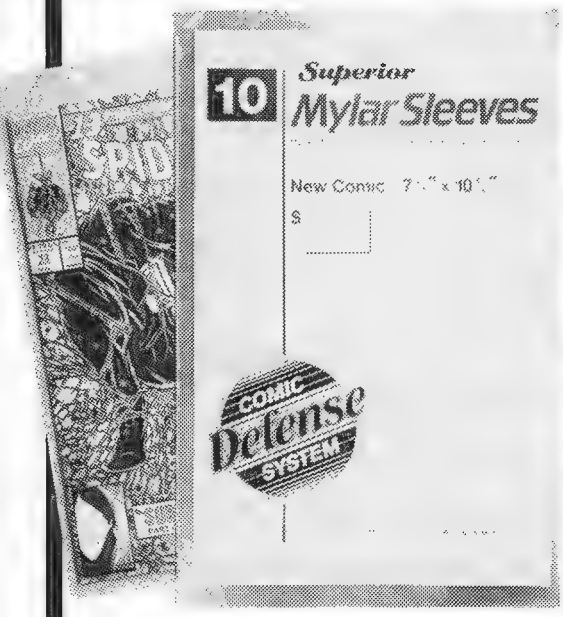
500 HOTEL CIRCLE NORTH, SAN DIEGO, CA

CALL: (818)912-1339 FOR MORE INFORMATION

Or write to: Mighty Mutant Tour c/o Ferdinand Salas
17524 Colima Rd., Suite 101, Rowland Heights, CA 91748

© Cyclops™, Wolverine™ & Gambit™ copyright of Marvel Comics 1991, all rights reserved.

Superior™ Mylar® Sleeves



MAXIMUM COLLECTION PROTECTION™

- **For the serious collector's most important comics.**
- **Superior Sleeves** are made with **top quality** Mylar Type D, never any substitute.
- Mylar Type D is the **very best protection** available for your collection.
- **Color-coded packages of 10.**
- Approximately 4 mil thick.
- **Four Sizes:**

New Comic size is 7 1/4" x 10 1/2" **Silver Age** size is 7 3/4" x 10 1/2"
Golden Age size is 8 1/4" x 10 1/2" **Magazine** size is 9 1/4" x 12"

Superior Sleeves are available from your favorite comic shop.
Ask for *Superior* by name.

COMIC Defense SYSTEM ®

Mylar is a registered trademark of Dupont Co.
Superior, Superior Sleeves, and Maximum Collection Protection are trademarks and Comic Defense System is a registered trademark of Capital City Distribution, Inc.
©1991 Capital City Distribution, Inc. MS and MG/M

Donald Trump
rved

SILVER SURFER: © & TM 1992 Marvel Entertainment Group, Inc. All Rights Res

WITH
BRIAN CUNNINGHAM

TOYING AROUND

It's that time of the season again. A time of warmth, of giving, of blissful glee. A time when greedy, little toy stores capitalize on these joyful emotions and stock their shelves full of every nifty and lame toy on the market. Therefore, I shall devote this column to a story of this season and of it's greatest ally- the toy.

About fifteen years ago, I got every toy that I wanted for Christmas. All six of them. Suspiciously, my parents stressed the fact that the shorter your Christmas list was, the liklier it was that Santa would get all of them. Of course, I would never disagree with Santa's doctrine, and thus, my parents earned a quick victory, if not a cheap Christmas.

Did young Brian ever get his Christmas wish?

Oddly enough, I still remember the six presents to this day- a Darth Vader action figure, a Stormtrooper, a Chewbacca, a Matchbox battleship, a Godzilla figure, and a Hardy Boy's book (okay, so the Hardy Boys book isn't a toy, but when I eventually ripped all of it's pages out, I sure treated it like one!).

Why did I want these toys, you ask? The Star Wars figures need no explanation; they were (and still are) really neat-o. The Godzilla toy, however, might. Y'see, at or around that time, the hideous Godzilla cartoon came out and I watched it religiously every Saturday morning, much to my present chagrin. You must also realize that as a young kid, I kinda lived for the Godzilla/King Kong/Mighty Joe Young marathons on Thanksgiving weekend. I know it sounds sad, but I got cheap thrills from watching Godzilla kill people. Now that I owned my own Godzilla, I could always relive those cheesy scenes of death and destruction (i.e. he would step on Princess Leia).

As for the Matchbox battleship, I don't even remember why I wanted it. I guess I wanted something else that Godzilla could step on. And the Hardy Boys book...? Well, it was -ahem- "suggested" to me that Santa was a stickler for reading and that "Christmas-does-not-just-mean-toys," etc., etc. So, to ultimately please Santa (and more suspiciously, my parents), I asked for a book that I never read.

Well, there's my holiday story. When I look back, I felt happy that year; I felt proud that I got everything I wanted. But you have no idea how *stupid* I felt when I told everybody that I only got six presents...

Have a happy holiday, everyone, and thanks for reading!

WIZARD WORD SEARCH

How good are your eyes? Try to find all two dozen of the following words that are hidden in the Wizard puzzle. The words are horizontal, vertical, diagonal, backwards and every which way. Good luck!!

BISHOP
CAPTAIN COMET
CARDIAC
CONCRETE
DEATHSTROKE
DURLANS
FAUST
FIRESTORM
IRON MAN
JOKER
LOIS LANE
MONARCH
NIGHTCRAWLER
OMAHA
POWER GIRL
PREDATOR
PUNISHER
ROBIN
SHE HULK
SKRULLS
THANOS
THOR
TWO FACE
X FACTOR

```
DCBDFMPPCXFIRESTORM
UXAISSUEFIVESURFERX
RBLRIGREWOPDFAADLFS
LPQIDBBCLOVZDTLLAMJ
AACGEIEKOJOKHGICKOM
NOQRSUAWROTADERPKYR
SZBEATUCWKNXYEZERFE
CTLWLMXEKOJDLALCACD
ALAOBAKMSEAWCAHRNRA
OOTPCHLEEFAUSTSAOEV
BIOOTSUIERANKDRTMIH
GSEYVIHTCOYORAANIOT
MLALBIETGTIMUEKRITR
CARDIAHCHYOXLROHTWA
HNOCJGSMOLOFLSJEEOD
REGOIRONMANASGEEMFK
LOKNOKUPOINCTAHEOAS
KEYCABKOJOKTIRRDCCM
RAPRWLAPOWOONEEINEA
TSSEIUPOOERROBINIMO
ANZTZZTHKODFRIANAKT
LIDEATHSTROKESNMTIS
NTCORLLIECTIBHLEPSE
WHILDCEBPOKOJOKRATR
ACIOJIMLETOMONARCHI
FREHSINUPQUSTONANDF
```

WORD JUMBLE

Do you know your stuff? I mean really know your stuff? The below jumbles, when properly scrambled, form comic related words.Example: RODDOM D R D O O M

1 AMCO
---

2 GAMRNA
---

3 NAUGUJTGER
---

4 RELTCEO
---

5 NAADDEM
---

6 GODNEWI
---

7 BOOPROC
---

8 REDINOVM
---

9 YARDGGNERU
--- ---

10 TONCOTRRISC
---

11 RATFRESI
---

12 RADREWVEI
---

13 BOBGINHOL
---

14 SAGACTUL
---

15 TUBGERSSSHOT
---

16 LICKERQSIVU
---

17 TRESUNSH
---

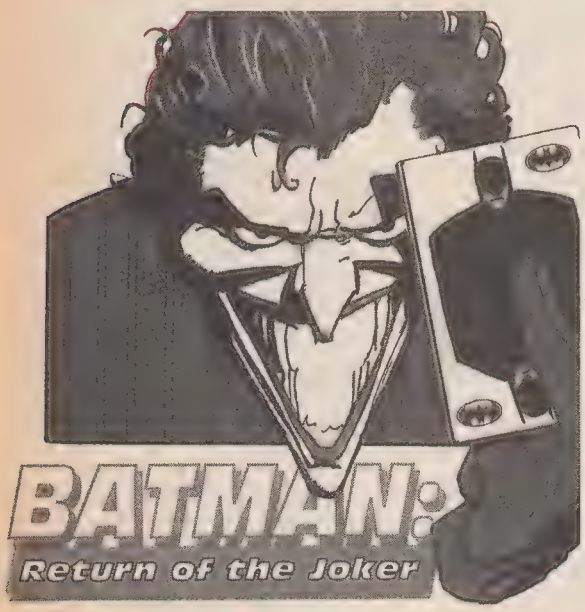
18 NOTHOGLS
---

19 SPAMTANLIC
--- ---

20 CLABSHAKL

GAMEPRO

#1 VIDEO GAME MAGAZINE



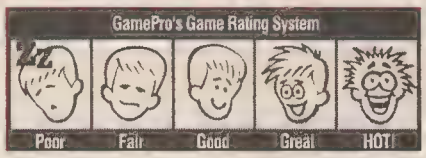
By Earth Angel

Batman: Return of the Joker by Sunsoft puts the Dark Knight back on the streets in yet another battle against his arch-nemesis the Joker. Sure the plot line sounds familiar, but this Bat-adventure is loaded with enough surprises to challenge even the most seasoned Caped Crusaders.

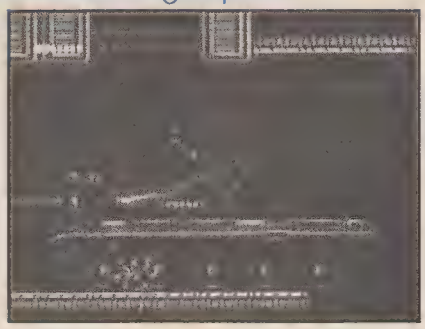
Batman's task is pretty straight-forward - battle his way through each stage and survive to defeat the joker. The Caped Crusader has a Life Meter and takes hits from dangerous obstacles or enemies. There's no way to recharge his Meter.

PROTIPS: If you don't have a strong weapon when you reach Stage 6- 2 try to jump to the left of the screen and stay ahead of the mad bomber. Just jump over the spiked balls as they fall. Of course, you'll never beat the Joker in stage 6-3 if you don't have a strong weapon!

The Dark Knight has an entirely different Bat

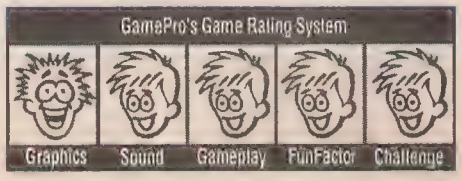


Combat system that's a combo of some slick new moves and the different kinds of ammo he can fire out of his Wrist Projector. Each of the four different kinds of shots (Cross-Bow, Batarang, Sonic Neutralizer and Shield Star) have different strengths and weaknesses. But the Caped Crusader's smart enough to know he's got to rely on more than just firepower. He can't climb walls in this sequel, but he can crouch, jump and do a Slide Attack move that helps him out of all kinds of tight spots.

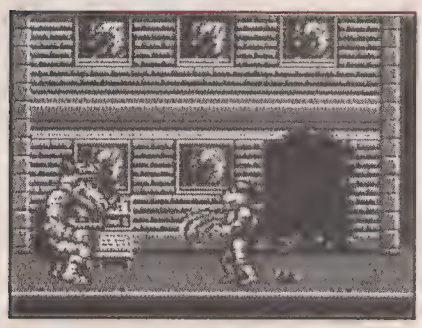


THE DARK KNIGHT RETURNS

More often than not sequels to classic games just don't stand up to the original. Fortunately, top of the line graphics bring Batman: Return of the Joker to life as an original saga whose smokin' guns deliver different (and in some places more) bang for the buck. Aspiring Dark Knights will find this cart definitely isn't as challenging as the original because of the password system, but don't let that hold you back. This is still one of the best NES carts of the year. And that's no joke!



TURTLES II
BACK FROM THE SEWERS



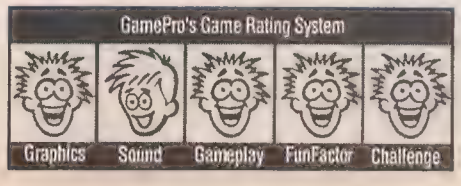
By Slasher Quan

You never know where the Teenage Mutant Ninja Turtles might pop up next. They're on the silver screen, in comic books and even in your cereal bowl. But best of all, they're on the Game Boy one more time in Teenage Mutant Ninja Turtles II: Back From the Sewers!

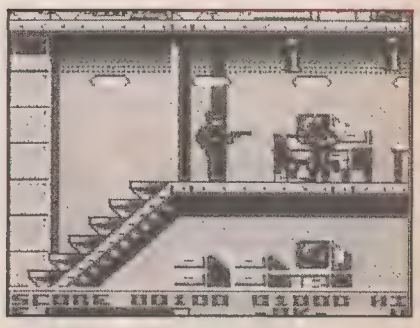
PROTIPS: Look down some openings for a pizza power-up. While each Turtle's weapon-speed and range varies, their damage capabilities are identical.

The latest Game Boy Turtles episode is a noticeable improvement over its predecessor. A massive 2-meg program enhances the graphics, which feature oversized sprites. Digitized voice is also included, along with music and sounds. Gameplay is great as always, and you get unlimited continues. There's even a selectable challenge setting and three different endings!

TMNT II is a rough ridin', hard knockin', terrifyingly terrific Game Boy cart! Whether you're a novice ninja or an experienced martial artist, the Teenage Mutant Ninja Turtles will cowabunga you into blissful oblivion.



TERMINATOR 2
JUDGEMENT DAY



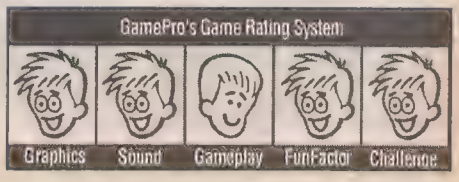
By Toxic Tommy

In "The Terminator" he said, "I'll be back!" - he is, in the Game Boy. Arnold Schwarzenegger keeps his promise in LJN's Terminator 2: Judgement Day, where the big screen meets the little screen with a bang!

PROTIP: Keep an eye open for little flashing boxes. Jump on them for clues.

Survive and in level 2 you shoot through the runamok supercomputer Skynet's defenses to find the correct door to the Terminator T-800 storage area. Now you must reprogram a T-800 into one of the good guys in level 3. Successfully rewire a T-800's brain and Terminator 2 pumps you up! You travel back in time in level 4 as an Arnold clone. Your destination is the Cyberdyne Systems building in level 5, where you expend more ammo to retrieve a Terminator arm and a microchip, despite the heavily armed SWAT team guarding them. Level 6 is where you face the T-1000 in the Steel Mill for an anything goes mechanical fistfight to the finish.

More Terminator's are due to materialize for the NES and the Genesis. Until then, "Hasta la vista, baby!"



COVER SHOTS

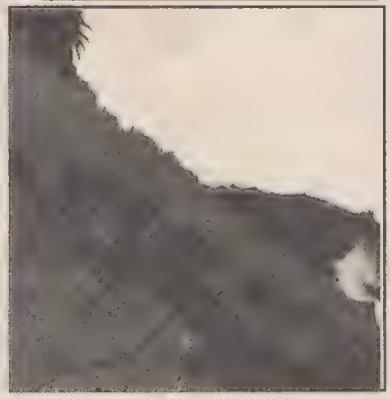
HOW WELL DO YOU REMEMBER COVERS? HERE'S YOUR CHANCE TO FIND OUT!

Below, you will find six pieces from covers published over the last year. Can you tell what covers they are from? Answers on page 75

A._____

B._____

C._____



D._____

E._____

F._____

DRAW YOUR OWN WIZARD

Let's see how well you can draw POOF! the Wizard. Entrees will appear in Issue #8. Lots of prizes will be awarded for several age groups. So, send in your best:

SEND TO:
WIZARD
P.O. BOX 434
MONSEY, NY

GREAT EASTERN CONVENTIONS

COMIC BOOK CONVENTION

THE BIGGEST CONVENTION OF THE YEAR!

NEW YORK!

FRIDAY, SATURDAY, & SUNDAY
JAN 10, 11 & 12, 1992

RAMADA HOTEL
(FORMERLY THE PENTA HOTEL)
33rd and 7th Ave

IN PERSON!

JIM LEE!

JIM STARLIN!
MARK BAGLEY!
TOM LYLE!
NEAL ADAMS!
JEFF JOHNSON!
KEVIN MAGUIRE!
MIKE KALUTA!
WALT SIMONSON!
NEIL GAIMAN!
JOE KUBERT!
CHUCK DIXON!
MIKE ZECK!
PAUL CHADWICK!
MARK SCHULTZ!
KEITH GIFFEN!
GEORGE PRATT!

AND HUNDREDS MORE!

ARTISTS!, WRITERS!, EDITORS!, PUBLISHERS!, INTERVIEWS!, FILMS!, PANELS!, PORTFOLIO REVIEWS!, AND ART DEMONSTRATIONS!

GUESTS WILL APPEAR SATURDAY AND/OR SUNDAY ONLY
CALL FOR DETAILS

COPYRIGHT 1991 MARVEL ENTERTAINMENT GROUP

225 EVERITTS RD, RINGOES, NJ 08551-1610 (908) 788-6845 FAX (908) 806-8409

COMIC BOOK INTELLIGENCE QUOTIENT

Answers on page 78.

How well do you fare?

# Correct	Rank
0-6	GET A LIFE
7-12	AMATEUR
13-18	BAT-MITE (DON'T ASK)
19-24	WIZARD ACOLYTE
25-29	CHIEF MAJISTRATE
30	GET A LIFE

1. The substance Cyclops's visor is made of is:
   A) Vibranium
   B) Adamantium
   C) Crystal Quartz
   D) Ruby Quartz

2. Sandman's son's name is:
   A) Etrigan
   B) Orpheus
   C) Mephisto
   D) Nefron

3. Slade Wilson is:
   A) Jericho
   B) Jigsaw
   C) Deathstroke
   D) Mastermind

4. Which movie hasn't been the basis for a comic book:
   A) House Party
   B) Remo Williams: The Adventure Begins
   C) Big Trouble In Little China
   D) Alien Nation

5. Doc Savage is:
   A) The Man of Steel
   B) The Man of Bronze
   C) The Man of Stone
   D) A Man of Few Words

6. Mr. Nebula likes to...
   A) eat planets
   B) move planets
   C) create planets
   D) redecorate planets

7. Lobo has which the following as pets:
   A) Space-dolphins
   B) Giant space-kittens
   C) Slime Devils
   D) both B & C

8. The name of the Watcher on the Earth's moon is:
   A) Ralph
   B) Geraldo
   C) Jartran
   D) Uatu

9. Quicksilver has never been a part of which group?
   A) The Avengers
   B) X-Factor
   C) Inhumans
   D) X-Men

10. The planet Adam Strange found himself transported to from Earth was:
   A) Daxam
   B) Czarnia
   C) Rann
   D) Hershey, Pennsylvania

11. Who is the Scarlet Witch's father?
   A) Justin Hammer
   B) Professor X
   C) Magneto
   D) Simon Williams

12. The mutant Logan is:
   A) Wolverine
   B) a vegetarian
   C) hairy
   D) both A & C

13. The Question is a DC character, and The Answer is:
   A) A Mirage Studios character
   B) Forty-two
   C) A Marvel character
   D) A Valiant character

14. Who killed the Comedian in DC's Watchmen?
   A) Rorschach
   B) Ozymandias
   C) Dr. Manhattan
   D) Bubastis

15. Which correctly matches a hero with his/her problem:
   A) Iron Man - Alcoholism
   B) Martian Manhunter - Pyrophobia
   C) Storm - Claustrophobia
   D) all of the above

16. Lord Kevin Plunder is:
   A) Ka-Zar
   B) Monarch
   C) Dr. Doom
   D) Kraven the Hunter

17. Who is the oldest character in the Marvel Universe?
   A) Galactus
   B) Eternity
   C) The Celestials
   D) Aunt May

18. What was the New Warriors's first mission?
   A) To stop Terrax the Tamer
   B) To defeat the Mad Thinker
   C) Guest referee Wrestlemania VII
   D) To save Thor from the Juggernaut

19. The "X-O" in X-O Manowar stands for:
   A) Extra Ordinary
   B) Exo-Skeleton
   C) Executor Omega
   D) Xylophone Orifice

20. Fleetway/Quality's Judge Anderson is:
   A) A mutant
   B) Immortal
   C) A psychic
   D) Making regular appearances on Night Court

21. Lex Luthor died when:
   A) The kryptonite ring he wore gave him cancer
   B) The plane he was flying crashed
   C) He was murdered by Monarch
   D) He was killed in battle with Superman

22. Thanos is:
   A) Bald
   B) A hemophiliac
   C) Adam Warlock's brother
   D) From the Blue Area of the Moon

23. Since Marvel's Secret Wars, Alicia Masters has...
   A) Been a prisoner of the Skrulls
   B) Fallen in love with Johnny Storm
   C) Been killed by Scourge
   D) Slowly regained her sight

24. The Swamp Thing is really:
   A) Alec Holland
   B) Arcane
   C) Kurt Wagner
   D) Just a plant

25. Eddie Brock (Venom) hates Spider-Man because:
   A) Spidey is the hero he always wanted to be
   B) He loves Mary Jane and wants Peter Parker out of the way
   C) Brock's journalistic career was inadvertently hurt by Spidey
   D) He is the son of the burglar that killed Spidey's Uncle Ben

26. The United States and Soviet Union recently declared war on:
   A) Iraq
   B) Magneto
   C) Illiteracy
   D) The Extremists

27. How many White Castle double cheeseburgers can Galactus eat?
   A) All of them
   B) Don't be silly - since Galactus is Jewish, he doesn't eat cheeseburgers
   C) I don't get it, this question is stupid
   D) I do get it, and this question is stupid

28. Which of the following X-Men once appeared in Rom?
   A) Forge
   B) Jubilee
   C) Gambit
   D) Psylocke

29. Green Lantern's ring cannot work on:
   A) Living matter
   B) Corduroy
   C) Yellow things
   D) Stone

30. In Dark Horse's Terminator books, Dudley is:
   A) Half man, half terminator
   B) A UN special agent
   C) Skynet's son
   D) A terminator with amnesia

THE WIZARD OF CARDS

By Stephen Shamus

Pacific is adding two new football sets to the already overcrowded sportscard market. First, they are releasing a series II update to its very successful debut issue. Second, they have produced a limited test issue called "flashcards." These are for elementary schools and they help teach young children mathematics. Also be on the lookout for the football update sets from Score, Topps, Fleer and Upper Deck. It is reported that Upper Deck will be releasing factory sets sometime in November.

In baseball, just when we thought we had it all, Fleer is releasing an update set to its popular Ultra issue.

Classic Games has announ-ced there will be a special bonus card in its debut hockey draft picks set. It will be none other than "Rocket" Ismail. That's right, "Rocket" will be featured wearing a pair of skates on ice.

Topps has finally changed its regular issue cards. Starting with their 91-92 set, the back will be in full color like the front. The card stock has also been changed from black to white.

Smokey's Ultimate Hockey is a nice addition to anyone's collection. The cards are really of a high quality and should sell well on the secondary market.

It's also time to start thinking about the 92 baseball cards. This years Donruss set will be a high end set which has suggested retail of $.99 a pack. Further info was available at press time. Fleer's set will also be a high end set with a glossy coating on both the front and back of the cards. The packs have a suggested retail price of $.89 a pack. Topps will be printing on the white stock like the hockey and will randomly insert gold foil cards, 1 per box. The very popular Topps Stadium Club will be issued in three different series next year instead of two.

As far as basketball goes, it looks like Upper Deck has completely outdone the competition. Since there are only four major sets (Fleer, Hoops, Skybox and Upper Deck), the com-petition wasn't even there. The Upper Deck set is a real keeper like the rest of their sets.

DC has announced their Cosmic Cards (as seen in issue #4) have been delayed one month. For some good news, the Jim Lee X-Men cards are on schedule for a February, 1992 release. There will be 100 cards in the set with a first ever gold foil hologram. There will be Jim Lee cards randomly signed throughout the packs, so good luck. As seen here we got a sneek peek at the packs (unfortunately, without cards in them). There will be six cards to a pack, 36 packs to a box, and 20 boxes in a case. The holograms will be randomly placed in the boxes, approximately one for every 10 packs.

The categories are broken down as follows: Heroes (40), Villains (30), Teams (10), Allies (5), Ex-X-Men (5), Danger Room (9), and one Checklist card.

Here's an update on the progress of Marvel Series III: They are scheduled for an end of May release with the new categories to include Team-Ups, War Origins, Milestones and Cosmic Beings. The set will be a whopping 200 cards!

See you next month with some more exciting news on the card front. If you wish to write me and let me know some inside info or just want to say hello, send me a letter at The Wizard of Cards, PO Box 434, Monsey NY 10952-0434.

PICKS FROM THE WIZARD'S HAT

HERE'S A LISTING OF THE HOTTEST BOOKS SHIPPING IN DECEMBER

WARLOCK AND THE INFINITY WATCH #1

Shipping Date: Dec. 17th
Artist: Angel Medina
Writer: Jim Starlin
Cover Price: $1.75

Thanos has been defeated, but the Gauntlet has not. Following the cosmos-shaking events in the *Infinity Gauntlet*, Adam Warlock gains possession of the Infinity Gauntlet, which begins to drive him mad. Soon, the cosmic deities of the Marvel Universe gather and pass judgement on Warlock, leading up to the formation of the Infinity Watch: A group of beings (some of Warlock's supporting cast) who will each be given one of the Infinity Gems, hoping that the Gauntlet will never be reformed!
Recommended.

© 1991 DC Comics

HEARTS OF DARKNESS #1

Shipping Date: Dec. 10th
Artist: John Ronita Jr.
Writer: Howard Mackie
Cover Price: $4.95

Ghost Rider... Wolverine... Punisher... what do those three names have in common? (well, yes, they all make lots of money for Marvel but that's not it) EXCITEMENT!! These three of the biggest names in comics unite to take on one of Marvel's most insidious villains, Mephisto! What would possess these three heroes to take on such a suicidal quest? The other villain of this special: Blackheart, who just happens to the Demon Lord Mephisto's son! It would appear Blackheart has promised to answer each one of the heroes' great unanswered questions in exchange for the death of the Demon Lord. Considering the power of Mephisto, this may prove to be our heroes last stand...

BATMAN: MASTER OF THE FUTURE

Shipping Date: Dec. 24th
Artist: Barreto
Writer: Augustyn
Cover Price: $5.95

"Elseworlds" continues in this sequel to 1989's *Gotham By Gaslight*. At the turn of the century a master scientist, using one of his creations, devastates Gotham City and the Batman rushes to the rescue, determined to do whatever he can. This one shot book is the fourth of DC's widely popular "Elseworlds" series, which explores DC's legendary heroes in other times and settings. Printed on high quality paper in the prestige format.

© 1991 DC Comics

RAI #1

Shipping Date: Dec. 6th
Artist: Paul Creddick
Writer: David Micheline
Cover Price: $1.95

Fresh from his successful back-up stories from Magnus: Robot Fighter, the spirit guardian of Japan 4001 AD stars in his own ongoing monthly series! Honed to the ultimate human specimen and trained in a mysterious fighting technique, Rai also possessed superhuman speed, skill and steel-smashing strength. He'll need all this plus his arsenal of ancient weapons forged from pure energy to defend the motherland from the murderous evil of Icespike! Not to be missed.

STAR WARS: DARK EMPIRE #1

Shipping Date: Dec. 22
Artists: Tom Veitch
Writers: Cam Kennedy
Cover Price: $2.95

Return to a familiar galaxy. A galaxy far, far away. But perhaps six years after *Return of the Jedi*, it's not so familiar. The rebel alliance has since formed a new republic which governs over three quarters of the galaxy. The Old Empire is torn apart by civil war and the constant attacks by the rebel forces. On one such attack, Jedi Master Luke Skywalker and Lando Calrissian are shot down over the old Imperial Capital. When word of this reaches Han Solo, he along with Princess Leia, Chewbacca and the droids set off to the rescue! But something else is headed in that direction, something sinister... something that wants Luke Skywalker...

LOBO SLIPCASE PACKAGE

Release Date: Dec. 10th
Cover Price: $29.87

This set, just in time for the holidays, is a Lobo fan's dream come true. It contains the award winning "Last Czarnian" mini series in trade paperback form, along with "Lobo's Greatest Hits," featuring some of Lobo's earliest appearances from the pages of Omega Men, Justice League, Mister Miracle, Superman and L.E.G.I.O.N. with new bridging material provided, all packaged in an exclusive bookshelf quality slipcase. The third paperback includes the never before seen "Wisdom of Lobo," written by none other than the main man himself! All with new covers painted by Simon Bisley! Cool Stuff.

© 1991 Marvel

THE THING #1

Shipping Date: Dec. 15th
Artists: John Higgins
Writer: Chuck Pfarrer
Cover Price: $2.95

MacReady is ready to die. All his friends are dead. His camp is destroyed. There's no equipment and he's thousands of miles from nowhere, stranded in an arctic tomb. Yes, he's ready to die, but first he's going to take that... Thing... with him! That's right, Dark Horse, king of the movie comics, picks up where John Carpenter's horrific 1982 film *The Thing* left off. Can MacReady destroy the frozen remains of the creature, and why does that sound too easy? "Why don't we just sit here and see what happens?" That's the famous last line of the movie, and where this little gem picks up!

© 1991 Marvel

Alien Nation: Public Enemy #1
Adventure $2.50
This mini series tells the tale of the conflict aboard the slave ship that caused it's historic set-down on Earth.

Aliens: Genocide #2
Dark Horse $2.50
The Colonial Marines, in all-new battle gear, prepare to invade an entire world of perfect killing machines (yep- Aliens).

Aquaman #3
DC Comics $1.00
Poseidonis is under attack by hundreds of sharks who won't obey Aquaman's telepathic commands. Introducing Iqula, a new hero.

Avengers #344
Marvel $1.25
The Kree gear up for a new war, this time against the Shi'ar!

Batman #474
DC Comics $1.00
Destroyer #1 of 3- As Batman investigated destroyed buildings throughout Gotham City, the story continues into Batman's other titles.

Captain America #397
Marvel $1.25
Cap confronts all of his deadliest enemies: The Red Skull, Crossbones, Cutthroat and The Viper!

Daredevil #301
Marvel $1.25
With the Kingpin gone, DD must stop the Owl from taking the old crime lord's place.

Aquaman #3

Deathstroke #7

Enemy Within #2

Darkhawk #12
Marvel $1.25
Heart of the Hawk pt 3- Tombstone rips the Darkhawk amulet right off of Chris's chest!

Deathstroke the Terminator #7
DC Comics $1.75
City of Assassins pt 2- The Terminator kidnaps a mob witness to protect him from assassins, but can he protect him from the Batman? Cover by Mike Zeck.

The Demon #20
DC Comics $1.50
Etrigan confronts the powerful Golden Knight, the defender of the only means of escape from the Beyond Region.

Dinosaurs Attack! #1
Eclipse $3.50
Based on the Topps trading card series, a time-travel experiment goes haywire, bringing hordes of hungry dinosaurs into our world.

Excalibur Special Edition
Marvel $4.95
When an evil scientist actually revives Galactus's dead herald Gabriel, Excalibur is in for a suprise if they think they can defeat him.

Freddy's Dead: The Final Nightmare #3-D
Innovation $2.50
This third book in the adaption of the movie is presented in 3-D, just like the last third of the movie.

Ghost Rider #22
Marvel $1.75
Ghost Rider hunts for Deathwatch, leaving Danny's friends at the mercy of ninja assassins!

Harbinger #3
Valiant $1.95
The group will need the help of their new member, Ax, to fight the alien shock troops looking for X-O Manowar.

Hawkworld #20
DC Comics $1.50
Hawkman must stop the menace of Smif'beau, an alien bounty hunter.

Hellblazer #50
DC Comics $3.00
Constantine meets his greatest foe, the Lord of Vampires.

Justice League America #59
DC Comics $1.00
Maxwell Lord, now under control of Dreamslayer, causes a civil war within the League.

L.E.G.I.O.N. '92 #36
DC Comics $1.50
Lobo may be dead, but that's not going to stop him from thrashing the Ice Man! Meanwhile, Vril Dox proposes to Ig'nea.

Magnus: Robot Fighter #10
Valiant $1.95
In their most desperate hour, the government of North Am is forced to turn to Xyrkol for help.

Marvel Comics Presents #95
Marvel $1.50
This issue features part 3 of the 6-part Wolverine story, and part 6 of the 8-part Ghost Rider/Cable team-up. Cover by Sam Kieth.

New Titans #83
DC Comics $1.75
It's Jericho vs his father, Deathstroke the Terminator to the death, with the fate of the Titans in the balance.

Excalibur Special

Eye For An Eye

New Warriors #20

New Warriors #20
Marvel $1.25
This issues events lead to a change in the team, as Marvel Boy has a violent and tragic confrontation with his father.

OMAC #4
DC Comics $3.95
If OMAC repairs the damages to the time stream, he may be killing himself. By John Byrne.

Predator: Cold War #4
Dark Horse $2.50
The battle is finally taken to the Predator's downed spacecraft. Also, if this is Siberia, then why is it so hot?

Punisher #60
Marvel $1.25
Punisher is under attack! Punisher is hurt! Punisher is... black? Guest starring Luke Cage.

Punisher: Eye for an Eye
Marvel $9.95
Reprinting the first three issues of Punisher War Journal by Jim Lee, and featuring a new Jim Lee and Carl Potts interview.

Quasar #31
Marvel $1.25
Does anyone remember Marvel's New Universe from a few years back? Quasar does-he's trapped there!

Ragman #5
DC Comics $1.50
After Ragman completely loses control of himself and slaughters an entire street gang, does the Golem of Gotham City really want to fight him?

Robin II: The Joker's Wild #4
DC Comics $1.50
Robin finally comes face to face with the Joker- the arch-villain of the Dark Knight who killed the previous Robin. Can he truly defeat him? Direct market version features a hologram cover.

Solar, Man of the Atom #7
Valiant $1.95
First Strike pt 3 of 4- The saga of the two-millennia war continues by Jim Starlin with Bob Layton art. Also, Solar's origin tale by Barry Windsor Smith continues.

Star Trek: Debt of Honor
DC Comics $24.95
Chris Claremont (of X-Men fame) wrote this story from Captain Kirk's distant past.

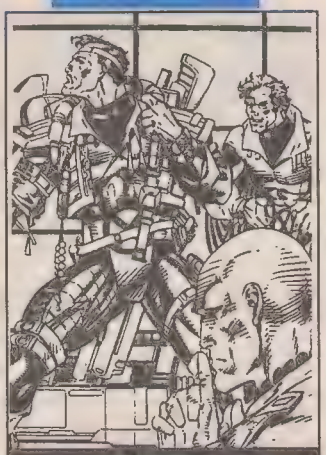
Star Trek VI: The Undiscovered Country
DC Comics $2.95
DC Comics adapts the sixth and final Star Trek movie. The prestige format edition features exclusive photos from the film.

Superman: The Man of Steel #8
DC Comics $1.00
Before he can rescue Lois Lane from Cerebus, Superman must fight Jolt and Blockhouse.

Terminator: Enemy Within #2
Dark Horse $2.50
Is it really possible to separate Dudley from his Terminator half? Will they have enough time to do it before Terminator C890.L catches up to them?

Debt of Honor

Wonderman #6


X-Men #5

Twilight Zone Vol 2 #4
Now $1.95
A mysterious motorcyclist terrorizes a small town in this issue's tale of horror.

Uncanny X-Men #285
Marvel $1.25
The mystery of the Predator in the Dark is revealed, and Bishop gets more involved. Art by Whilce Portacio and written by John Byrne.

Wonder Man #6
Marvel $1.25
Who can help Wonder Man fight Rampage? Perhaps Beast of the X-Men!

X-Factor #75
Marvel $1.75
Not only is a new super villain team, the Nasty Boys, introduced in this issue, but X-Factor must stand before the U.S. Senate!

X-Force #7
Marvel $1.25
Rain of Evil pt 3 of 3- Its the final showdown between X-Force and the new Brotherhood of Evil Mutants! By Liefeld and Nicieza.

X-Men #5
Marvel $1.25
Featuring the return of Longshot, just in time to help the X-Men fight Mojo. Art by Jim Lee and written by John Byrne.

X-O Manowar #2
Valiant $1.95
The origin of X-O continues as Aric attacks the alien advance force with barbaric fury and awesome firepower. Written by Jim Shooter, art by Bob Layton.

ANSWER PAGE

C.B.I.Q.- 1)D 2)B 3)C 4)C 5)B 6)D 7)A 8)D 9)D 10)C 11)C 12)A 13)C 14)B 15)D 16)A 17)A 18)D 19)B 20)C 21)B 22)A 23)A 24)D 25)C 26)B 27)A 28)A 29)C 30)A.

From Pages 62 & 63

WORD JUMBLE ANSWERS

1	OMAC	11	FIRESTAR
2	RAGMAN	12	WAVERIDER
3	JUGGERNAUT	13	HOBGOBLIN
4	ELECTRO	14	GALACTUS
5	DEADMAN	15	GHOSTBUSTERS
6	WENDIGO	16	QUICKSILVER
7	ROBOCOP	17	HUNTRESS
8	OVERMIND	18	LONGSHOT
9	GUY GARDNER	19	PLASTIC MAN
10	CONSTRICTOR	20	BLACKLASH

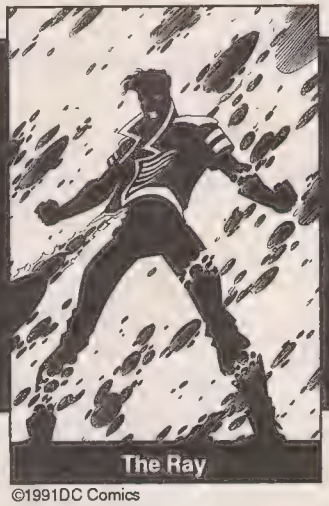
DCBDFMPPCXFIRESTORM
UXAISSUEFIVESURFERX
RBLRIGREWOPDFAADLFS
LPQIDBBCLOVZDTLLAMJ
AACGEIEKOJOKHGICKOM
NOQRSUAWROTADERPKYR
SZBEATUCWKNXYEZERFE
CTLWLMXEKOJDIALCACD
AIAOBAKMSEAWCAHRNRA
OQTPCHLEEFAUSTSAOEV
BIOOTSUIERANKDRTMIH
GSEYVIHTCOYORAANIOT
MIALBIETGTIMUEKRITR
CARDIAHCHYOXIROHTWA
HNOCUGSMOLOFLSJEEOD
REGOIRONMANASGEEMFK
LOKNOKUPOINCTAHEOAS
KEYCABKOJOKTIRRDCCM
RAPRWLAPOWOONEEINEA
TSSEIUPOOERROBINIMO
ANZTZZTHKODFRIANAKT
LIDEATHSTROKESNMTIS
NTCORLLIECTIBHLEPSE
WHILDCEBPOKOJOKRATR
ACIOJIMLETOMONARCHI
FREHSINUPQUSTONANDF

NUMBER 1 RELEASES FOR THE MONTH

Comic book collectors place a great deal of importance on the #1 issues; since, it's tricky to determine whether a book will succeed. You have to choose your comics very carefully and wisely. #1 issues have been known to appreciate considerably when a series becomes very popular. Here we have compiled for you all the #1 issues shipping for December. Happy Hunting!

The Thing

©1991Dark Horse



The Ray

©1991DC Comics

Rai

©1991 Valiant

TITLE	PUBLISHER
Agent Liberty Special #1	DC Comics
Alien Nation: Public Enemy #1	Adventure
Batman vs Predator #1	DC Comics
Bozo the Clown #1	Innovation
Cages #1	Tundra
Captain Harlock Christmas Special #1	Eternity
Dare the Impossible #1	Fltwy/Quality
Defenders of Dynatron City #1	Marvel
Dinosaurs Attack! #1	Eclipse
Diva's #1	Caliber
Dragonfire #1	Night Wynd
Electric Ballet #1	Caliber
Evil Ernie #1	Eternity
Gamepro Vol 4 #1	IDG
Grimm's Fairy Tales #1	Eclipse
H.P. Lovecraft's Cthulhu #1	Millennium
Judge Dredd's Hardcase Papers Vol 1	Fltwy/Quality
Kid N Play #1	Marvel
Lovecraft: The Lurking Fear #1	Adventure
Maze Agency Christmas Special #1	Innovation
One Mile Up #1	Eclipse
Rai #1	Valiant

TITLE	PUBLISHER
The Ray #1	DC Comics
Santa Claws #1	Eternity
Sports Classic: Babe Ruth #1	Personality
Star Wars: Dark Empire #1	Dark Horse
Superior Seven #1	Imagine This
The Thing #1	Dark Horse
Warlock and the Infinity Watch #1	Marvel
Warlord #1	DC Comics

Infinity Watch

©1991Marvel

JAPANAMATION

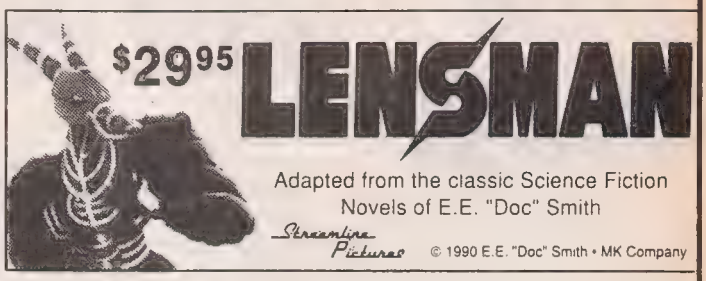
DICKENS VIDEO BY MAIL
1-800-228-4246

TITLE	RETAIL
Gunbuster 1	$34.95
Gunbuster 2	$34.95
Gunbuster 3	$34.95
Dominion 1	$34.95
Dominion 2	$34.95
Dominion 3	$34.95
Dominion 4	$34.95
Bubblegum Crisis 1	$34.95
Bubblegum Crisis 2	$34.95
Bubblegum Crisis 3	$34.95
Bubblegum Crisis 4	$34.95
Bubblegum Crisis 5	$34.95
Bubblegum Crisis 6	$34.95
Bubblegum Crisis 7	$34.95
Bubblegum Crisis 8	$34.95
Dangaio 1	$34.95
Madox - 01	$39.95
Riding Bean	$34.95
Padora's Trilogy (Adult)	$54.95
Appleseed	$34.95
Black Magic 066	$34.95
Project A-KO	$39.95
The Humanoid	$34.95
MD-Geist	$34.95
Alien X	$34.95
Explorer Woman Ray 1	$34.95
Explorer Woman Ray 2	$34.95
Crystal Triangle	$39.95
Star Odyssey	$39.95
Akira	$29.95/ea
Akira: Production Report	$24.95/ea
Zillion (Vol 1-5)	$14.95/vol
Clutch Cargo (Vol 1-5)	$14.95/vol
Colonel Bleep (Vol 1-5)	$14.95/vol
Comic Book Confidential	$29.95/ea
Spike & Mike's Festival of Animation	$29.95/ea
Space Angel (Vol 1-5)	$14.95/vol
Robotech Macross Saga (6 Vol set)	$79.95/set
Robotech Macross Saga (Vol 1-6)	$14.95/ea

To order call 1-800-228-4246 or send check or money order including $3.00 per tape or $6.00 per set shipping/handling to:

DICKENS VIDEOS BY MAIL
5323-A ELKHORN BLVD.
SACRAMENTO, CA 95842

)uestions call 1-916-331-8370. VHS only. PAL ansfers available. Catalogs $7.95. CA Residents dd 7.75% sales tax.



TITLE	RETAIL
Robotech Next Generation (Vol 1-7)	$29.95/ea
Robotech Next Generation (Vol 8)	$39.95/ea
Robotech Southern Cross (Vol 1)	$29.95/ea
Starblazers (Vol 1-39)	$19.95/ea
Lensman	$29.95/ea
Robot Carnival	$29.95/ea
Fist of the North Star	$29.95/ea
Nadia: Secret of Blue Water (Vol 1)	$29.95/ea
Vampire Hunter D	$29.95/ea
The Castle of Cagiostro	$29.95/ea
Manie Manie	$29.95/ea
Robotech 2: The Sentinels	$29.95/ea
Galactic Patrol	$29.95/ea
Golgo-13	$29.95/ea
Gigantor (Vol 1 & 2)	$19.95/ea
Astroboy (Vol 1-4)	$24.95/ea
Macross: Clash of the Bionoids	$14.95/ea
Defenders of the Vortex	$14.95/ea
Vengeance of the Space Pirates	$14.95/ea
Battle for Moon Station Dallos	$14.95/ea
Revenge of the Ninja Warrior	$14.95/ea
Space Firebird	$14.95/ea
Locke the Super Power	$14.95/ea
Space Warriors	$14.95/ea
Techno Police	$14.95/ea
SPEED RACER:	
Gang Assassins	$14.98/ea
The Car Destroyer	$12.98/ea
The Race for Life	$12.98/ea
The Man Behind the Mask	$12.98/ea
Motorcycle Apaches	$12.98/ea
The Car in the Sky	$12.98/ea
Race for Revenge	$14.98/ea
Challenge of the Masked Racer	$14.98/ea
The Great Car Wrestling Match	$12.98/ea
The Trick Race	$12.98/ea
Car With a Brain	$12.98/ea
The Desperate Racer	$12.98/ea
Supersonic Racer	$12.98/ea

COLLECTING COMICS IN THE 90s

By Pat McCallum

Hello, and welcome to another edition of Collecting Comics in the 90s. This month we're going to take a look at one of the most controversial subjects of comic collecting, how a price guide works.

The major questions that everyone asks are: How do you arrive at the values? and What determines this price level? Well, this is why Wizard: The Guide To Comics was created. To educate the comic book collector on the multi-facets of the comic book industry, especially the back issue market.

We arrive at our comic values a few ways. We have people located all around the country as well as foreign countries, that go to many stores and shows around their area. They then report back to us, completely objectively on the pricing of the titles. We also deal directly with a large number of comic book retailers who keep us completely updated on the hottest and coldest selling titles. Finally, we receive thousands of letters on a weekly basis from collectors like yourself informing us of prices and hot books in their area.

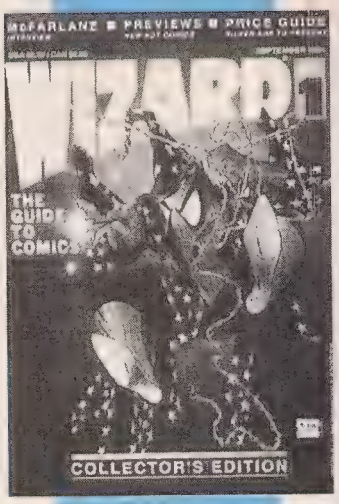
All this information we receive is compiled and processed to help us inform you of all the trends and currents in the after market of comic collecting.

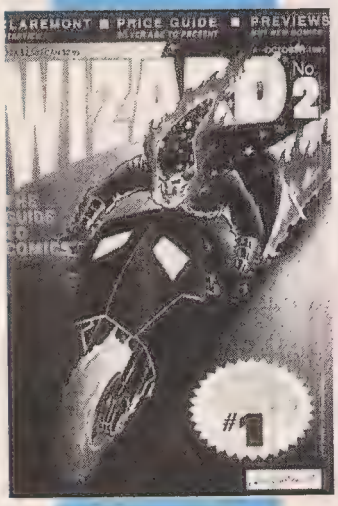
In Wizard, the information on your comic values can be seen many ways. We have placed a colored bar overprinting the books which have gone up in value over the last issue of Wizard. We also placed a gray bay over the book that have decreased in value since the last issue of Wizard. This way, by just flipping through the pages of the guide you can tell instantly whether it went up, down, or stayed at the same price level.

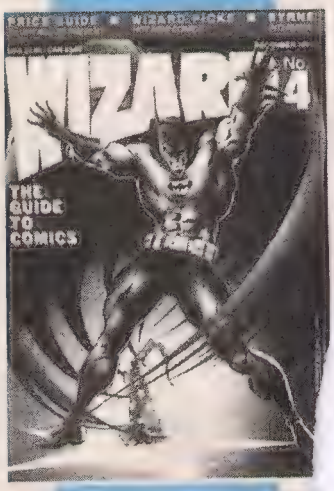
Wizard is only a guide for you to follow, price will vary on comics depending on what region of the country you're from and most importantly the condition of the book. You can expect to pay higher prices for a book in mint condition, the values in the guide represent the most common grade of near mint.

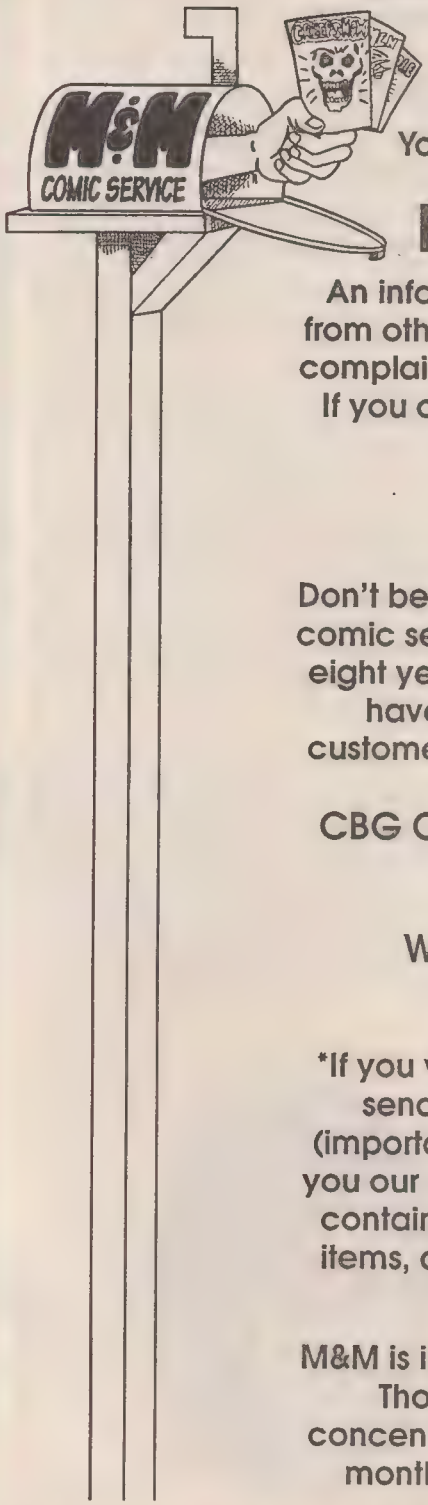
A section like the "Top Ten" was created to show you what were the hottest titles asked for and demanded across the country. So if you follow this section, you'll be in touch with the majority of collector's. There are, however, many books which we feel do not get close to the recognition they deserve, that is why we created a section like "Picks from the Wizard's Hat" and " Wizard Comic Watch", to recognize those books which might ordinarily get skipped over.

If you would like to send us some trends that you have been noticing or wish to scout for us, drop us a line. Write to: Wizard Press Submissions Dept. P.O.Box 648, Nanuet, NY 10954-0648.









The only advance order discount service that gives you NEW COMICS at a great discount!
And it's...

GUARANTEED!*

You get what you order, or we give you

FULL RETAIL BACK!*

An informal survey of customers who came to us from other services revealed that their number one complaint was not getting the comics they ordered. If you order from us, you WILL get the comics you ordered,

GUARANTEED!

Don't be conned by the here today-gone-tomorrow comic services. We've been satisfying customers for eight years. In that time, at least 10 similar services have begun and failed. We've never had a customer complain about us to any publication. In fact, we've received the
CBG Customer Service Award 6 years in a row!

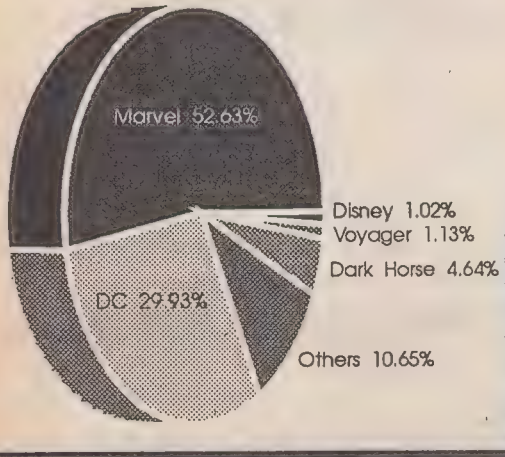
We know we're the best, and we guarantee it!

*If you would like to try us for a couple of months, send us your name, address, zip code, and (important) your age, with $3.00, and we will send you our most current giant catalog and order form, containing over 2000 comics and comic-related items, and our detailed ordering and guarantee information.

M&M is in the business to service serious collectors. Though we do accept smaller orders, we concentrate on customers who spend over $50.00 monthly on comics and comic-related items.

M&M COMIC SERVICE • P.O. Box 6 • Orland Park, Illinois • 60462
(708) 349-2486

WIZARD MARKET WATCH



October 1991 Piece Share of the comics' market, according to Capital City Distribution.

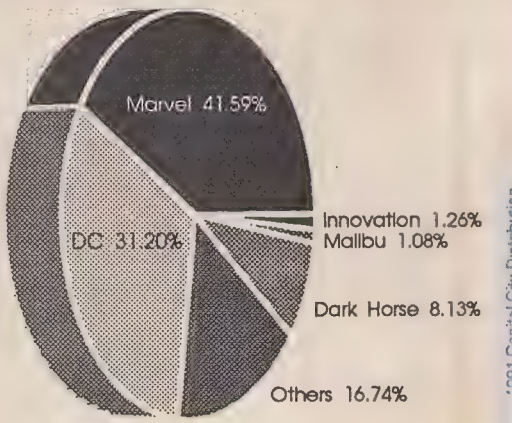
★ As expected, Marvel's X-Books are still on top of the industry. It would appear Jim Lee is to the X-Men as what McFarlane was to Spider-Man. Prices continue to skyrocket on Lee's early work on Uncanny X-Men, yet his earlier work on Punisher War Journal remains unaffected. Only time will tell if those books will follow the mutants up the sales chart.

★ Marvel's other mutant books are also selling like crazy. While Portacio is turning up the heat on the original mutant book, Uncanny X-Men, while Rob Liefeld keeps wowing the fans with his X-force title. Not to be outdone, fan favorites Peter David and Larry Stroman have turned X-Factor into one of the coolest books to tread. Check it out!

★ And as for the often forgotten mutant title Excalibur, Alan Davis is returning it to it's former glory. For those of you who never picked up the book or stopped when the team of Neary & Davis left, it's definitely worth reading now. It's a great mix of action, adventure and humor with superb writing and art.

★ The prices continue to climb on all the Infinity Gauntlet related titles, including all the older appearances of Thanos, Drax and Adam Warlock. Attribute this continued popularity to "Adam Warlock and the Infinity Watch," the new ongoing series by Jim Starlin. The continued success of Marvel's cosmic books seems assured, and the price jumps seem almost infinite.

★ Has anyone noticed that all of Valiant's titles are slowly climbing up the price charts? Magnus: Robot Fighter, Solar and X-O Manowar all continue to gain value and readers. Amid all the Marvel/DC/Dark Horse hype, Valiant appears to be a wild card in the deck.



October 1991 dollar share of the comi market, according to Capital City Distribution.

★ Other books hot on the up scale include Dale Keown's work on the Incredible Hulk, Sam Kieth's work on Marvel Comics Presents, Liefeld's New Mutants and DC's The Sandman. Keep an extra eye out for the works of hot young artists Dale Keown and Sam Kieth. If you think they're hot now...

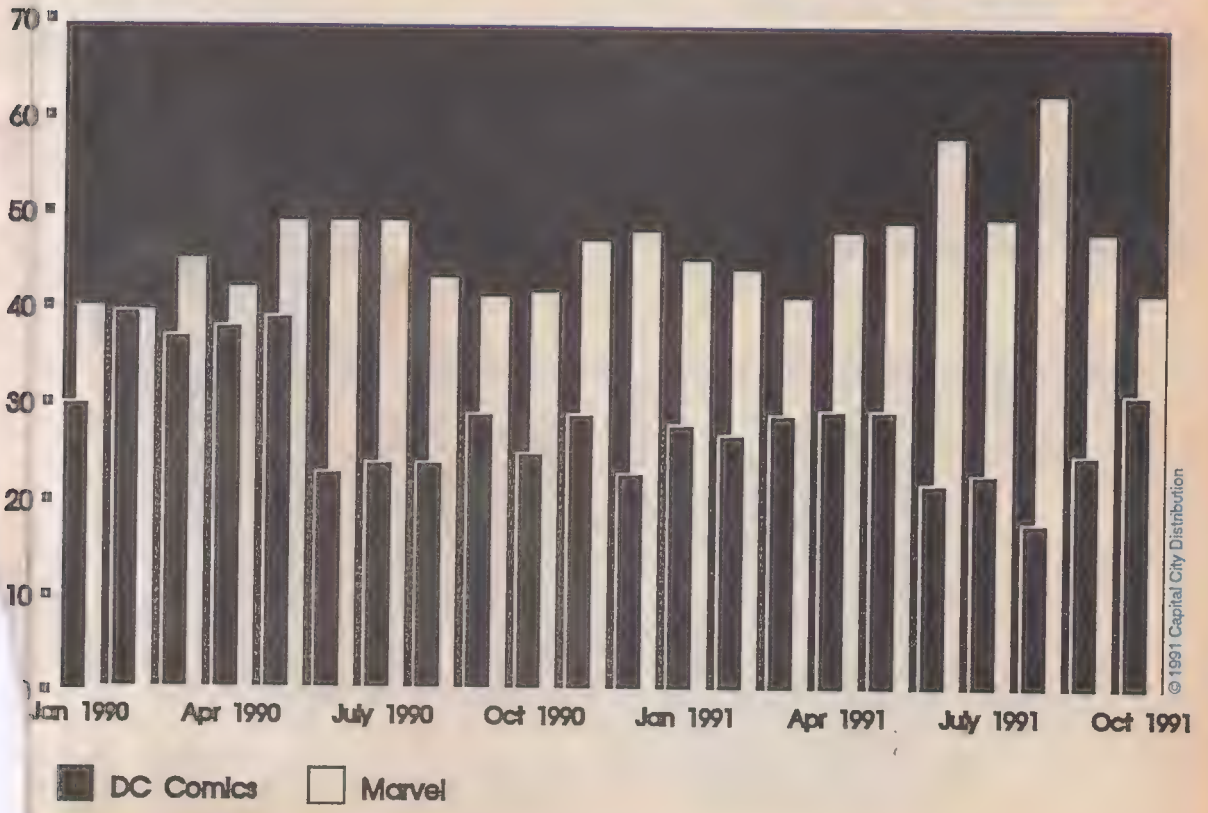
★ On the down side, the inevitable has occurred. For the last few months or so, we've reported McFarlane's slow decline of popularity since he left comics. This month shows the effect his departure really has as his early works on Incredible Hulk and Amazing Spider-Man take a bit of a drop. Come on, Todd, we miss you. When are you coming back?

★ The hot news on the horizon is the release of "big guns" from Marvel. Some of the titles include Punisher: War Zone, Silver Sable and Cage: The Legend of Power Man. All of which deal with (you guessed it) big guns. Sounds like fun.

★ On the DC horizon, big news for Batman fans. As we all know, the three issue Batman vs Predator series has in-bound trading cards, but did you know that issue three of that series has a Todd McFarlane Batman/Predator trading card? How cool is that! A McFarlane Predator! Now if we could get Jim Lee to do a Terminator...

★ The big crossover for this winter is Marvel's "Galactic Storm," which will feature the gigantic Kree/Shi'ar/Skrull war and crosses over into all the Avengers and Avengers-related titles (Captain America, Quasar, etc.). Look for huge sales on this storyline, but don't expect too much on the price charts. For the Avengers to really get hot, they're gonna need a lot more than just an intergalactic war.

PERCENTAGE SHARE FOR JANUARY 1990 TO OCTOBER 1991

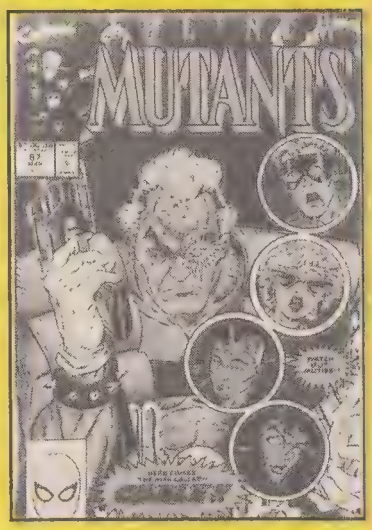


TOP 10

We keep a very close watch on all the hottest books trading hands throughout the country. Here we have listed for you the 10 most commonly sold and demanded comics.

1 New Mutants #87

Artist: Rob Liefeld
Writer: Louise Simonson



Congratulations Rob! It took five months on the Top 10 chart, but the first appearance of Cable could not be held back. Even with a pretty hefty price tag attached (currently clocking in at a cool $52.00), the comic fans are swallowing this book whole. There is a wild card thrown into the mix, though. Marvel has recently second printed this book, making it easily available to everyone at an affordable price. Could this hurt the first printing's popularity? Only time will tell as competition really heats up for the #1 spot.

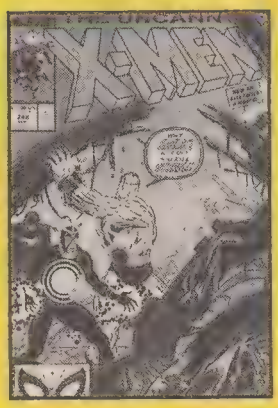
2 Robin II: The Joker's Wild #1

Artist: Tom Lyle
Writer: Chuck Dixon

Blam! Well, as hinted at last issue, Robin was shot down from the #1 spot by the superstar leader of X-Force, Cable. Don't lose faith in the boy wonder, though, as he maintains a strong hold on the #2 position, and can easily recover the #1 spot.

3 X-Men #248

Artist: Jim Lee
Writer: Chris Claremont



Sliding into the #3 position, Jim Lee's first work on the X-Men (in this case, Uncanny) is definitely a contender. After passing such comic giants as X-Men #1 (E), X-Factor #63, X-Force #1 and Uncanny X-Men #281, can Robin #1 and New Mutants #87 hold Jim Lee back?

4 Uncanny X-Men #281

Artist: Whilce Portacio
Writer: John Byrne

Amid all the hype and hysteria surrounding the release of X-Men #1, Whilce Portacio's debut as regular artist on the Uncanny X-Men kinda snuck in and took people by surprise. Reports indicate that dealers under-ordered this book when it came out, making it a highly sought-after book. Another contender for the #1 spot

5 X-Men #1 (E)

Artist: Jim Lee
Writer: Chris Claremont

Still high in the charts, this 8.2 million seller is still very strong on the market. Aside from unbelievable art, vibrant color and a tremendous double gate fold cover, the story is really cool. So for those of you who packed them away in airtight adamantium storage cases, unlock one and give a read. Well worth the time.

6 X-Factor #24

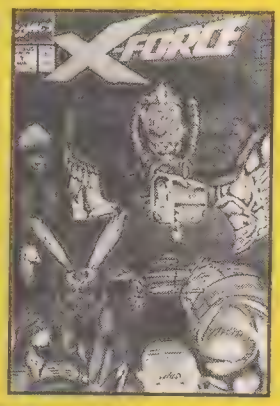
Artist: Walt Simonson
Writer: Louise Simonson

The grim Archangel continues his flight up the Top 10 chart, looking to knock a couple of X-Men books off their perches on the way. Aside from keeping a close eye on this hot little number, watch out for X-Factor #23 as well, which has the very first appearance of Archangel, but only a minor one or two page shot. Issue #24 is the one to look out for.

7 X-Force #1 (Cable Card, White UPC)

Artist: Rob Liefeld
Writer: Rob Liefeld

With all the attention on New Mutants #87 (currently holding the #1 position), has the public forgotten all about the premiere issue of Cable's new team? Hardly. Even though this book has slipped a little in the ratings, that's attributed to the fact that everyone (and that includes you) bought X-Force when it first came out, so it's not selling as fast as, say, X-Factor #24, which the public is just really learning about.



8 Uncanny X-Men #201

Artist: John Romita Jr. & Whilce Portacio
Writer: Chris Claremont

Yikes! When we covered this book in last issue's Wizard Comic Watch, we didn't expect it to explode like this! What makes this book so sizzling hot is the fact that it's Whilce Portacio's first ever work on an X-Book, and it also introduces us to Cyclops's baby son Nathan, who may or may not be (drum roll please).....CABLE! Yup, that wacky nut may be Cyclops's son (who was taken into the future, and then came back. Wonder if he knew John Connor).

9 Uncanny X-Men #282

Artist: Whilce Portacio
Writer: John Byrne

Holding its own at the #9 position, the first appearance of the future X-Man Bishop continues to do well in the secondary market. With his no-nonsense attitude, cool mutant power (he can absorb and re-use any powers thrown against him) and mean looks, Bishop is sure to be one of Marvel's superstars on par with the likes of Cable, and we all know what that could mean for this book.

10 Uncanny X-Men #266

Artist: Mike Collins
Writer: Chris Claremont

What?!? Another Mutant title in the Top 10? Well, it's true. Nationwide, the X-books continue to dominate The sales charts. Hat's off to Marvel for their X-Dynasty. Anyway, on to the topic here. As previewed in the Wizard Comic Watch, the debut of the Cajun X-Man may be starting at the bottom of the Top 10 chart, but nothing's gonna hold it there for long!

TOP 100

Here's a list of the **TOP 100** comic books for the month **NOVEMBER 1991.** This lists represent the quantity of each title sold according to Diamond Comic Distributors, Inc.

1 X-Men #4
2 Wolverine #50
3 Robin II:The Joker's Wild #2 (Direct)
4 Uncanny X-Men #284
5 Robin II:The Joker's Wild #3 (Direct)
6 Spider-Man #18
7 Amazing Spider-Man #358
8 X-Factor #74
9 Daredevil #300
10 Batman vs Predator #1 (Prestige)
11 New Mutants #87 2nd
12 Amazing Spider-Man #357
13 Ghost Rider #21
14 X-Force #1 2nd
15 Deathlok #7
16 Batman vs Predator #1 (News Stand)
17 Aliens: Genocide #1
18 Lobo Paramilitary Christmas Special
19 Marvel Comics Presents #93
20 Marvel Comics Presents #94
21 Punisher #59
22 Punisher #58
23 Terminator: Enemy Within #1
24 Silver Surfer #61
25 New Warriors #19
26 Legends of the Dark Knight #26
27 War of the Gods #4
28 Batman #473
29 Incredible Hulk #389
30 Predator: Cold War #3
31 Robin II:The Joker's Wild #2 (News Stand)
32 Sleepwalker #8
33 Robin II:The Joker's Wild #3 (News Stand)
34 Excalibur #46
35 Darkhawk #11
36 Punisher War Journal #38
37 Namor #22
38 Guardians of the Galaxy #20
39 Armageddon: Alien Agenda #3
40 Spectacular Spider-Man #184
41 Detective Comics #640
42 Web of Spider-Man #84
43 What If? #33
44 Deathstroke The Terminator #6
45 Fantastic Four #360
46 Thor #443
47 Aquaman #2
48 Thor #442
49 Wonder Man #5
50 Captain America #396
51 Avengers #343
52 Warlord #1
53 Iron Man #276
54 Justice League America #58
55 Robin II:The Joker's Wild #2 (Collectors ed)
56 Justice League Europe #34
57 Green Lantern #20
58 Avengers West Coast #78
59 Robin II:The Joker's Wild #3 (Collectors ed)
60 Elongated Man #1
61 Superman:The Man of Steel #7
62 Marvel Christmas Special
63 Spider-Man Saga #3
64 Superman #63
65 Demon #19
66 Original Ghost Rider Rides Again #7
67 Ragman #4
68 Sandman #34
69 Brave & The Bold #2
70 New Titans #82
71 Adventures of Superman #486
72 Wonder Woman #61
73 Flash #58
74 Moon Knight #34
75 Alpha Flight #104
76 L.E.G.I.O.N. '92 #35
77 Doctor Strange #37
78 Action Comics #673
79 Quasar #30
80 Black Canary #3
81 Star Trek:The Next Generation #27
82 She-Hulk #35
83 Omac #3
84 Legion of Super-Heroes #25
85 Black Hood #2
86 Star Trek #27
87 X-O Manowar #1
88 Magnus: Robot Fighter #9
89 Marvel Super Heroes #8
90 Dark Horse Presents #86
91 X-Men Classic #67
92 Green Arrow #56
93 Shield #31
94 Web #5
95 NFL Superpro #4
96 Impact Comics Winter Special
97 Legend of The Shield #7
98 G.I. Joe #120
99 Fly #6
100 Teenage Mutant Ninja Turtles #41

TOP 10

Here's a list of the **TOP 10** comic books sold in **NOVEMBER 1990.**

1 Spider-Man #8
2 Robin #3
3 Marvel Comics Presents #72
4 Uncanny X-Men #274
5 Darkhawk #1
6 Detective Comics #627
7 Amazing Spider-Man #345
8 Ghost Rider #11
9 Batman #460
10 Legends of the Dark Knight #16

TOP 10

Here's a list of the **TOP 10** comic books sold in **NOVEMBER 1989.**

1 Legends of the Dark Knight #5
2 Batman #445
3 Uncanny X-Men #259
4 Amazing Spider-Man #330
5 Detective Comics #612
6 Wolverine #22
7 Aliens vs Predator #3
8 Excalibur #20
9 X-Factor #52
10 Punisher #31

VILLAGE COMICS

For an Unsurpassed Selection of Comics

Never miss an issue!

Reserve Limited Editions & First Issues in Advance!

Save $$$ by joining our Rebate Club!

Special Weekly **Free Fax Service:** Get each week's Shipping List Faxed to you for free! Reserve your comics by Credit Card! **We ship anywhere!**

entertainment
presents
The 1991 Hot Spot Award
for
Favorite Comics Bookstore
to
Village Comics
New York, New York

WE CARRY

- Marvel & DC
- Independents
- Graphic Novels
- Magazines
- And Plenty of Back Issues (most way below guide prices!)
- Vintage Playboys
- Model Kits, Toys, Posters, & Limited Edition Prints
- Everything in Comics (including Japanese & European!)

VILLAGE COMICS
163 BLEECKER ST.
NYC, NY 10012

(212) 777-2770
Fax (212) 475-9727

Please call, write, or fax for more information.

Come visit our **UPTOWN STORE** at its **new location!**

The Comic Art Gallery
940 3rd Ave (btwn 56th-57th St)
New York, NY 10022
(212) 759-6255

Open 7 days — New Comics on **Thursday!**

ALABAMA

NOV 23 AL, ANNISTON-OXFORD, Cards & Comics Collector's Expo, Holiday Inn, US Hwy 78 East. F:$35 A:$1 10am-5pm, Dana Pinkard 404-235-2179

NOV 24 AL, HUNTSVILLE, Cards & Comics Collector's Expo, Marriott Inn, 5 Tranquility Base. T:20-6ft F:$35 A:$1 10am-5pm, Dana Pinkard 404-234-8210

CALIFORNIA

NOV 24 CA, GLENDALE, Southern California Comic Book & Sports Card & Collectibles Show, Civic Auditorium, 1401 N Verdugo Rd. T:65 F:$40 A:$2.50 10am-4pm, Dean Chen 818-842-1861

DEC 4 CA, WALNUT, Baseball/Cards/Comics, Frank & Son Warehouse, 19465 East Walnut Dr North. T:100 F:$25 A:free 5pm-9:30pm, Frank or Jim 714-594-7492

DEC 7-8 CA, WALNUT, Ronald McDonald House Charity Show, 19465 East Walnut Dr North. T:100 A:$3, kids$2 10am-5pm, Frank or Jim 714-594-7492

DEC 11 CA, WALNUT, Baseball/Cards/Comics, Frank & Son Warehouse, 19465 East Walnut Dr North. T:100 F:$25 A:free 5pm-9:30pm, Frank or Jim 714-594-7492

DEC 14 CA, WALNUT, Baseball Card/Pins/Comics, Frank & Son Warehouse, 19465 East Walnut Dr North. T:100 A:free 10am-5pm, Frank or Jim 714-594-7492

DEC 17 CA, MARTINEZ, 1st Annual Christmas Holiday Comic Book & Sportscard Faire, Old Fellows Hall, corner Ferry & Green St. T:30-8ft F:$35 A:$1 5pm-10pm, Christopher Alan 510-370-0283

DEC 18 CA, WALNUT, Baseball/Cards/Comics, Frank & Son Warehouse, 19465 East Walnut Dr North. T:100 F:$25 A:free 5pm-9:30pm, Frank or Jim 714-594-7492

DEC 21 CA, WALNUT, Baseball Card/Pins/Comics, Frank & Son Warehouse, 19465 East Walnut Dr North. T:100 A:free 10am-5pm, Frank or Jim 714-594-7492

DEC 28 CA, WALNUT, Baseball Card/Pins/Comics, Frank & Son Warehouse, 19465 East Walnut Dr North. T:100 A:free 10am-5pm, Frank or Jim 714-594-7492

COLORADO

NOV 30-DEC 1 CO, AURORA, Apollo Comics' 4th Year Comics and Cards Show, National Guard Armory, 55 S.Potomac St. A:$1 10am-4pm, Bill Riley 303-366-1946

CONNECTICUT

DEC 29 CT, EAST HARTFORD, Connecticut Comic Convention, East Hartford Elks Hall, 148 Roberts St (exit 58 from I-84). F:$35 A:$.99 11am-5pm, Hal Kinney 203-289-1208

ILLINOIS

NOV 22-24 IL, ROSEMONT, Comic Supershow, Rosemont Ohare Exposition Center. T:300-8ft F:$250 A:$5, Midwest Shows 708-496-3113

NOV 24 IL, SPRINGFIELD, Comic & Card Show, Holiday Inn South, corner of St Joseph & 6th St (off I-55). T:60 F:$25 A:free 10am-4pm, Michael Brown 217-877-6601

DEC 1 IL, NAPERVILLE, All Comic Book Convention, Holiday Inn Crowne Plaza (Warrenville Rd near Naperville Rd & Tollway I-88). A:$1 10am-3pm, Graham Crackers Comics 708-355-4310

DEC 7 IL, NORTH CHICAGO, Waukegan/Great Lakes Comics & Cards Show, North Chicago Inn, 2315 Greenbay Rd. T:30 F:$25 A:$1 10am-3pm, Jim Libasci 708-336-9963

DEC 14 IL, MATTESON, Comic Book Con, Holiday Inn Matteson, I-57 & Rte 30. T:40 F:$30 A:$1 10am-4pm, Midwest Shows 708-496-3113

DEC 15 IL, CHICAGO, Comic Book Con, Ford City Holiday Inn, 7353 S Cicero Ave. T:50 F:$35 A:$1 10am-4pm, Midwest Shows 708-495-3113

DEC 15 IL, ROSEMONT, America's Largest One Day Comic & Card Show, Rosemont Horizon Skyline Room, 6920 N Mannheim Rd. T:150 F:$45 A:$2 10am-4pm, Midwest Shows 708-496-3113

DEC 21 IL, BLOOMINGDALE, Comic Book Con, Indian Lakes Resort, 250 W.Schick Rd. T:80 F:$40 A:$1 10am-4pm, Midwest Shows 708-496-3113

DEC 22 IL, PALATINE, Comic Book Con, Harper College, 1200 W Algonquin Rd, Athletic Bldg. T:70+ F:$35 A:$1 10am-4pm, Midwest Shows 708-496-3113

DEC 28 IL, ROSEMONT, America's Largest One Day Comic & Card Show, Rosemont Horizon Skyline Room, 6920 N Mannheim Rd. T:150 F:$35 A:$1 10am-4pm, Midwest Shows 708-496-3113

DEC 29 IL, CHICAGO, Comic Book & Card Show, Ford City Holiday Inn, 7353 S Cicero. T:50 F:$35 A:$1 10am-4pm, Midwest Shows 708-496-311

DEC 29 IL, SPRINGFIELD, Comic & Card Show, Holiday Inn South, corner of St Joseph & 6th St (off I-55). T:60 F:$25 A:free 10am-4pm, Michael Brown 217-877-6601

JAN 12 IL, ROSEMONT, Comic Book Con, Horizon Skyline Room, 6920 N.Mannheim Rd. T:150 F:$45 A:$2 10am-4pm, Midwest Shows 708-496-3113

INDIANA

NOV 24 IN, LAFAYETTE, Comic Book Show, Howard Johnsons, State Rd 26 East. T:40 F:$25 A:free 10am-4pm, Steve Hinckley 1-317-474-1640

NOV 29 IN, HIGHLAND, Monthly Card and Comic Show, Wicker Park Social Center, Ridge Rd at Indianapolis Blvd. T:20 F:$20 A:$1 6pm-10pm, Marilyn Hall 219-663-8561

DEC 8 IN, CROWN POINT, Crown Point's Monthly Card and Comic Show, 700 Merrillville Rd (1 block East of Rax of Main St). T:20 F:$25 A:$1 10am-4pm, Marilyn Hall 219-663-8561

DEC 27 IN, HIGHLAND, Monthly Card and Comic Show, Wicker Park Social Center, Ridge Rd at Indianapolis Blvd. T:20 F:$20 A:$1 6pm-10pm, Marilyn Hall 219-663-8561

DEC 29 IN, INDIANAPOLIS, Indianapolis Animation and Comic Book Show, Holiday Inn East, 6990 E.21st St. T:70 F:$45 A:$2

10:30am-4:30pm, Ash Comics 317-251-2339

MARYLAND

NOV 24 MD, BALTIMORE, Reality Comic Book Convention, Sheraton at BWI Airport. F:$50 A:$3 10am-4pm, Reality Conventions 301-791-8159

DEC 1 MD, SILVER SPRINGS, Realtiy Comic Book Convention, Armory Place, 925 Wayne Ave. F:$50 A:$3 10am-4pm, Reality Conventions 301-791-8159

DEC 29 MD, HAGERSTOWN, Reality Comic Book Convention, Venice Inn, 431 Dual Hwy (rt40). F:$50 A:$3 10am-4pm, Reality Conventions 301-791-8159

MASSACHUSETTS

NOV 21 MA, SEEKONK, Sports Card and Comic Book Show, Johnson & Wales Inn, Routes 114A & 44. T:40 F:$30 A:$1.50 6pm-11pm, Earl Davis 508-675-0400

NOV 23 MA, WESTPORT, Sports Card and Comic Book Show, Whites, Rt6. T:50 F:$40,2@$75 A:$1.50 9:30am-3:30pm, Chris Christopher 508-763-8570

NOV 30 MA, TAUNTON, Sports Card and Comic Book Show, Holiday Inn, 700 Myles Standish Blvd (exit 9 off 496 North or South). T:50 F:$40,2@$75 A:$1.50 9:30am-3:30pm, Earl Davis 508-675-0400

DEC 5 MA, WESTPORT, Sports Card and Comic Book Show, Whites, Rt6. T:50 F:$35 A:$1.50 6pm-10pm, Chris Christopher 508-763-8570

DEC 7-8 MA, BOSTON, NorthEast Collectibles Extravaganza & Boston FanFair, Bayside Expo Center. T:600+ A:5, Show Promotion Inc 1-800-759-SHOW

DEC 12 MA, NEW BEDFORD, Sports Card and Comic Book Show, Days Inn, 500 Hathaway Rd (off rt 140). T:50 F:$35 A:$1.50 6pm-10pm, Earl Davis 508-675-0400

DEC 22 MA, NEW BEDFORD, Sports Card and Comic Book Show, Days Inn, 500 Hathaway Rd (off rt 140). T:50 F:$40,2@$75 A:$1.50 9:30am-3:30pm, Earl Davis 508-675-0400

DEC 26 MA, SWANSEA, Sports Card and Comic Book Show, Venus De Milo, 75 Gar Hwy, Rt 6. T:40 F:$30 A:$1.50 6pm-10pm, Earl Davis 508-675-0400

DEC 28 MA, TAUNTON, Sports Card and Comic Book Show, Holiday Inn, 700 Myles Standish Blvd. T:50 F:$40,2@$75 A:$1.50 9:30am-3:30pm, Earl Davis 508-675-0400

DEC 29 MA, WESTPORT, Sports Card and Comic Book Show, Whites, Rt 6. T:50 F:$40,2@$75 A:$1.50 9:30am-3:30pm, Chris Chrisopher 506-763-8570

MICHIGAN

NOV 23 MI, WESTLAND, Collector's Caravan, Wayne-Ford Civic Bldg, 1661 N Wayne Rd. T:75 F:$30 A:$2 10am-5pm, David Lillard 313-355-2003

DEC 21 MI, TROY, Collector's Caravan, Holiday Inn, 2537 Rochester Ct. T:35 F:$30 A:$1.50 10am-4pm, David Lillard 313-355-2003

DEC 22 MI, CLAWSON, Comic Book and Baseball Card Show, Knights of Columbus Hall, 870 N Main. T:40 F:$20 A:$1 10am-4pm, Chris Galvan or John Green 313-262-6881 or 313-293-0340

MISSOURI

DEC 1 MO, ST. LOUIS, St. Louis Comic Book Show, Kolping House, 4035 Keokuk (1 block S. of Gravols, just off Meramec). A:$1, kids$.50 11am-3:30pm 314-772-1548

NEW JERSEY

NOV 29-DEC 1 NJ, EDISON, New Jersey Collectibles Extravaganza & FanFair, Raritan Center. T:350 A:$5, Show Promotion Inc 1-800-759-SHOW

NOV 29-DEC 1 NJ, SECAUCUS, Metropolitan Sports Fan Festival & Sports Collectors Show, Meadowlands Convention Center. T:8ft F:$195 Fri3pm-9pm Sat9am-6pm Sun9am-5pm, Billy Callahan 908-937-5790

DEC 1 NJ, TINTON FALLS, Monmouth County Comics Convention, Holiday Inn, Garden State Parkway ex105. T:30 F:$40 A:$1.50 9:30am-4:30pm, Ruth Campbell 908-269-9486

DEC 1 NJ, WAYNE, Wayne Nostalgia & Collectibles Show, Co#1 Firehouse, Parish Dr. 9am-3pm, Phil De Mario 201-434-1512days 201-696-6217eves

DEC 15 NJ, TOMS RIVER, Ocean County Comics & Cards & Toy Show, Kights of Columbus post 4969, Tennyson & Whittier Aves. T:30 F:$40 A:$1.50 10am-4:30pm, Ruth Campbell 908-269-9486

DEC 15 NJ, SOMERSET, World of Cards & Comics Convention, Holiday Inn, 195 Davidson Ave. T:65-6ft F:$39 A:$1.50 10am-4pm, Tony TJ Grimando 908-968-3886

DEC 19 NJ, WAYNE, Wayne Nostalgia & Collectibles Show, Co#1 Firehouse, Parish Dr. 5pm-10pm, Phil De Mario 201-434-1512days 201-696-6217eves

DEC 29 NJ, BORDERTOWN, Showplace for Collectors, Holiday Inn, Route 206 N. T:30 F:$35 A:2 10am-5pm, Ruth Campbell 908-269-9486

JAN 5 NJ, WAYNE, Wayne Nostalgia & Collectibles Show, Co#1 Firehouse, Parish Dr. 9am-3pm, Phil De Mario 201-434-1512days 201-696-6217eves

NEW YORK

NOV 22 NY, MIDDLETOWN, Baseball Cards and Comics, Middletown Howard Johnson's, 551 Rt211 East. A:free 6pm-10pm, F&M Baseball Cards 914-344-2055

NOV 24 NY, FARMINGDALE, Farmingdale Comic Book & Baseball Card & Toy Show, Masonic Temple, 197 Hempstead Tpk (rt24) between rt135 & rt110. T:35 A:$free 10am-4pm, Ray or Pat 516-669-4332

NOV 24 NY, OZONE PARK, Baseball Cards & Comic Books & Auction, A. Gordon Webster American Legion Hall, 107-10 Rockaway Blvd. T:35+-8ft F:$35 A:$1 10am-4pm, Joseph Caruana 718-845-7240

DEC 8 NY, BAYSIDE, New Comic and Card Show, Jewish Center of Bayside Hills, 212th St. and 48th Ave.

A:$1 9am-5pm, Bruce Schneider 718-969-7640 or Hal Graber 718-591-3675

DEC 8 NY, LONG ISLAND, LI Comic Book & Collector's Market Convention, Holiday Inn Rockville Center, 173 Sunrise Hwy. A:free 10am-5pm, Cosmic Comics & Books of Oceanside 516-763-1133

DEC 13 NY, MIDDLETOWN, Baseball Cards and Comics, Middletown Howard Johnson's, 551 Rt211 East. A:free 6pm-10pm, F&M Baseball Cards 914-344-2055

DEC 15 NY, RIVERDALE, Baseball Card and Comic Book Show, Riverdale YMHA, 5625 Arlington Ave. T:30-8ft F:$55,2@$100 A:$2,$1(members) 10am-6pm, On The Ball 914-794-2299

DEC 22 NY, FARMINGDALE, Farmingdale Comic Book & Baseball Card & Toy Show, Masonic Temple, 197 Hempstead Tpk (rt24) between rt135 & rt110. T:35 A:$free 10am-4pm, Ray or Pat 516-669-4332

DEC 22 NY, OZONE PARK, Baseball Cards & Comic Books & Auction, A. Gordon Webster American Legion Hall, 107-10 Rockaway Blvd. T:35+-8ft F:$35 A:$1 10am-4pm, Joseph Caruana 718-845-7240

DEC 27 NY, MIDDLETOWN, Baseball Cards and Comics, Middletown Howard Johnson's, 551 Rt211 East. A:free 6pm-10pm, F&M Baseball Cards 914-344-2055

NORTH DAKOTA

DEC 1 ND, BISMARK, Baseball Card and Comic Book Show IV, Doublewood Inn, 1400 E Interchange. T:25 F:$35 A:$1 9am-4:30pm, Kevin Bergson 701-235-2562

OHIO

DEC 1 OH, CLEVELAND, Comic Book-Baseball Card-Movie Nostalgia Show, Day's Hotel, 4600 Northfield Rd. T:8ft F:$60 11am-5pm, Joe Tricarichi 216-932-8596

PENNSYLVANIA

DEC 15 PA, LANCASTER, Slug-Fest 3 Comic Convention, Lititz Pike (ex 501S off rt30). 10am-4pm, Dan 717-426-4557

RHODE ISLAND

DEC 8 RI, PROVIDENCE, JAS Promotions Comicbooks Show, Days Hotel, 220 India St (ex3 off 195). T:28 F:$28 A:$1, Jonathan Scungio 401-732-5122

TENNESSEE

NOV 30 TN, CHATTANOOGA, Cards & Comics Collector's Expo, Royal Inn, I-24 & 4th Ave Exit, 2000 E.23rd St. F:$35 A:$1 10am-5pm, Dana Pinkard 404-235-2179

NOV 30-DEC 1 TN, NASHVILLE, 1991 Christmas Blow-Out Card & Comic Show, Quality Inn, Briley Pkwy. T:70 F:$65,2@$115,3@$150,4@$180 A:$1 9am-5pm, Steve Dillard 615-952-4168

DEC 1 TN, NASHVILLE, Cards & Comics Collector's Expo, Ramada Inn-Opryland, 2401 Music Valley Dr. T:20-6ft F:$30 A:$1 10am-5pm, Dana Pinkard 404-234-8210

DEC 7 TN, KNOXVILLE, Cards & Comics Collector's Expo, Ramada Inn-Airport, Alcoa Hwy 129. F:$35 A:$1 10am-5pm, Dana Pinkard 404-235-2179

TEXAS

DEC 7-8 TX, HOUSTON, Collectorfest 91, Geroge R Brown Convention Center. T:500 F:$45 A:$4.50 Sat9am-6pm Sun10am-5pm, Mark Allen 713-486-8239

VIRGINIA

NOV 23 VA, ARLINGTON, Reality Comic Book Convention, Howard Johnson's, 2650 Jefferson Davis Hwy. F:$50 A:$3 10am-4pm, Reality Conventions 301-791-8159

DECEMBER 15 VA, NORFOLK, Reality Comic Book Convention, Quality Inn Lake Wright, 6280 Northampton Blvd. F:$50 A:$3 10am-

MEET THE WIZARD!

Great Eastern Conventions
January 11th & 12th at the Ramada Hotel in New York City (across from Madison Square Garden).
Our SPECIAL guest will be:
SAM KIETH
signing copies of his cover on Wizard: The Guide To Comics #6.
SEE AD ON PAGE 61

The Mighty Mutant Tour
January 18th & 19th at the Town & Country Hotel in San Diego, CA.
Guests include:
WOW!
JIM LEE
WHILCE PORTACIO
SCOTT WILLIAMS
SEE AD ON FRONT OF POSTER

Dear Wizard:

I have a few questions which I would like answered. They are: 1) Now that McFarlane has left "Spider-Man," does that mean his "Amazing Spider-Man," "Batman" and other comics which he did will increase in value? 2) Is it worth it to get X-Force cards and McFarlane cards? 3) Why is it that your prices in the price guide differ from that of my comic shop? 4) Why doesn't Wizard include D.C. in its large reviews? 5) Which issues in Batman did McFarlane do? 6) In the price guide of your magazine, it says X-Force #1 with the Cable card and a black UPC symbol is worth less than the white symbol. What does that mean?

Vijay Ramanathan
Staten Island, NY

Okay Vijay, here's some answers for you: 1) Unfortunately for Todd McFarlane buffs, the old Amazing Spider-Mans done by McFarlane have for a long time been stagnant in price, and as this month's price guide shows, have slightly decreased in value due to lack of interest. As for his works on Batman, they remain untouched. 2) Non-sports cards, as complete sets, go up in value perhaps a few dollars a year. The X-Force and McFarlane cards will probably show the same results. 3) The prices listed in our guide are just that: a guide for collectors and retailers to follow that reflects the value of the comics across the country. The prices in WIZARD are thoroughly researched and accurate, but no price guide is a bible. 4) We do! Any and all important books released each month are featured in our Picks From the Wizard's Hat. 5) Todd McFarlane supplied artwork for Detective Comics 576-578, and Batman 423. 6) In the UPC boxes in the lower left corner, X-Force #1 had been printed with a black symbol and a white symbol for each trading card. The white symbol UPC book is slightly higher in value because it is slightly rarer.

Dear Wizards,

Thanks a lot for coming up with such a superb piece of work. You all did a great job and I congratulate you.

After I found out, through Previews #32 that Wizard #3 will have an interview with Bisley, I just had to write and say thanks. Simon Bisley is totally the best artist there is. Thanks again for reviewing him. His art is classical, especially those done in Slaine: The Horned God. Lobo is superbly drawn too. It's got this weird appealing style.

Could you try and ask him for some advice on how to draw like him? Just the penciling part will do, as painting like that is too much of a burden. Thanks.

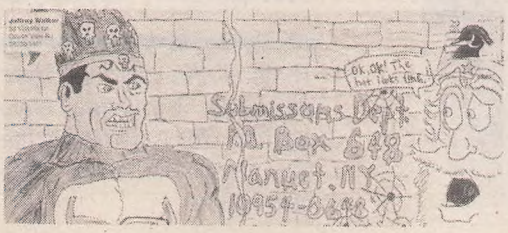
And, Linda Perillo, you're a stunner, period.

Bernie Lee
Selangor, Malaysia

Bernie, we only wish that more of Simon Bisley's work was done in the United States. Besides his work on Lobo, Doom Patrol, Batman/Judge Dredd, Slaine, ABC Warriors, and the ongoing Terminator: Enemy Within covers, Bisley has done his work for mags in the United Kingdom. Bisley talked a lot about his artwork and how he gets it on the paper in that interview two issues ago. We hope you liked it. Oh, by the way, Linda says thanks.

Dear Wizard,

I'd like to comment on the interview with John Byrne. Let me tell you something Mr. Byrne. The reason I collect all X-Books is because I like seeing the teams like a family, not some machine in war. One of the reasons I started collecting X-Men was how good the team members get along together. So if you murder any of the X-Men, or any other team's member, it's like killing a real person. When Warlock died I almost cried. Uncanny X-Mens #281 and 282 were bad enough, but I hope nothing like that ever happens again!!



Now, if you'll answer these questions: 1) Are Storm and Bishop going to have a relationship? 2) Is Gambit going to have any relationships? 3) Cable, Stryfe, and Magneto are brothers, right? Please put this in your letters column, and make Chris Claremont stay with the X-Books.

Michael Tanner
Raleigh, NC

You may have a point there Mike. Chris Claremont and John Byrne made the X-Men famous all those years ago by depicting them as a family, with real relationships and personal problems. Nowadays, Marvel seems to be turning its titles into paramilitary teams, like X-Force, Incredible Hulk, and the X-Men. Oh well, if John Byrne can sell hundreds of thousands of X-Book issues a month he must be doing something right. As for your questions: 1) Only time will tell. John Byrne isn't saying what he's got in store for these two. 2) Gambit is going to have some big things happen to him in the future, so stay tuned. 3) Uh, probably not, but anything is possible in Marvel.

Dear Wizard,

I have recently purchased no. 2 and I am looking forward to no. 3. However, I have missed out on getting Wizard no. 1 (Spider-Man cover) and I am very anxious to read it. If possible, please tell me how I could get no. 1 directly from you, and if not, please tell me where else I could get it. Thank you.

Anthony Fo
Honolulu, HI

Anthony, of course we offer back issues. You can find the order form in this mag for Issue #1 with the San Diego Comic Con cover, or the regular issue, and every issue since our premier five months ago. Each issue is bagged and back-boarded.

Hi Wizard Press!

My name is Jeff Costanzo, I am 11 years old and I love comics. I recently purchased Darkhawk #1, and got a great deal. You probably don't need to know any of this but read it anyway. I am a Type I Juvenile Diabetic (insulin dependent). I have been for 3 years. I am in 6th grade at Our Lady of Peace School. I have both full sets of Marvel cards and I sell my doubles. I have Sleepwalker issues #1-6 and really enjoy them. I just counted the amount of money my comics are worth and I have a surprising amount of $109! I only have 30 comics. I've been collecting them for 3 months. Not much experience, but I know plenty about Marvel! Well, my mom's calling me!

Jeff Costanzo
Clarks Summit, PA

It's great to hear that you've just started collecting comics, Jeff. Isn't it a great feeling to look into the price guide and see how much your collection is worth? The problem is, new collectors love their comics so much that they'd never sell them. If you like Sleepwalker, you might also go for Marvel's other hot new titles like Guardians of the Galaxy and the New Warriors. Check out our articles on Collecting Comics in the 90s, and the Market Watch for advice on being a comic book collector, and information on what's going on in the future. Hope you like our mag, and the next time your mom calls you, tell her you're reading WIZARD!

We've been getting some great suggestions for the letters page (can't reveal any yet, just wait!) so keep the letters coming! Just send them to WIZARD, Submissions Dept., PO Box 648, Nanuet NY 10954-0648. If you haven't seen the ads for our next issue yet, get ready for the most awesome Sam Kleth cover you've ever seen!

Put you responses to the attention of our
Submissions Dept.
PO Box 648
Nanuet, NY 10954-0648

Thats all the room we have for this issue. If you have any suggestions for a name for the letters page, lets hear it. See you next issue!

WIZARD

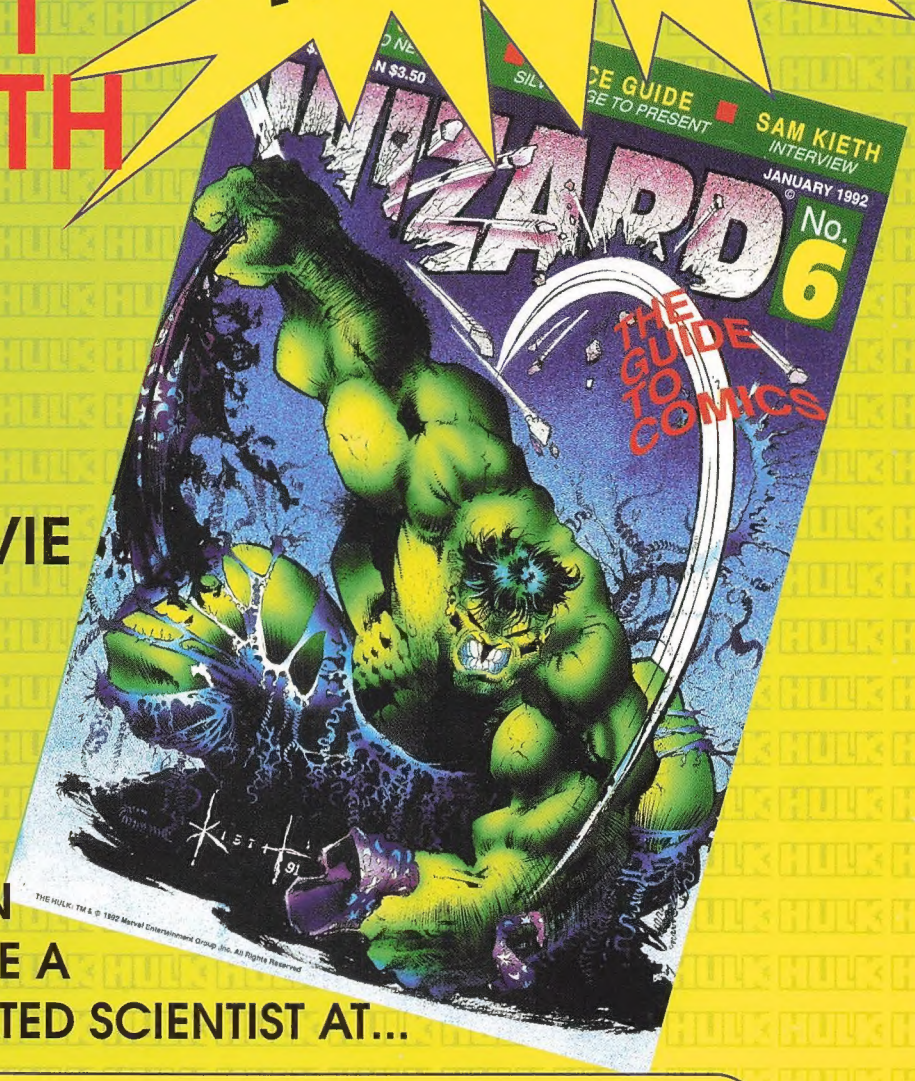
"RAARGH!"
"RAARGH!"

NEXT MONTH

SAM KIETH
SPEAKS WITH THE WIZARD

X-MEN MOVIE
REVIEW BY ANDY MANGELS

PLUS MORE
NEAT INFO THAN YOU CAN SHAKE A GAMMA IRRIDATED SCIENTIST AT...



YOUR #1 SOURCE FOR COMIC BOOK INFORMATION

Now ... Better Than Ever!

This catalog offers over 2000 items for shipping in January.

Anything Else Is Incomplete.

If you're looking for selection, there's only one place to go–*Advance Comics*®. Month after month, these catalogs offer more items than any other source. And *Advance Comics* is designed to be easy to use. It's organized into categories that reflect the interest areas of fans. More products, and easier to use–there's really no better choice.

Advance Comics, and the convenient *Advance Comics Order Book* are available through the finest comics retailers worldwide for ordering *all* the best new comics, games, cards, videos and more.

Released the last Thursday of every month.

Advance Comics is a registered trademark of Capital City Distribution, Inc.

© 1991 Capital City Distribution, Inc. MG/KP & MC